



SEGA SATURN

ISSUE 12

OCT 96

NON-CD
EDITION

SEGA
No.1 FOR SATURN
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M A G A Z I N E

STREET FIGHTER ALPHA 2

Capcom's Ultimate Fighting Game!

HEXEN

Doom sequel
hits Saturn!

EXCLUSIVE! First Shots Inside!

DAYTONA

Championship Circuit Edition



PLUS! FIGHTING VIPERS SEGA WORLDWIDE SOCCER '97 VIRTUA FIGHTER 3 TUNNEL B1
OUTRUN DESTRUCTION DERBY BLAM! MACHINEHEAD DOOM VIRTUAL ON AND MORE!

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Anyway, why don't you scrape your chin off the floor, pop your tongue back in and read about what our latest shiny silver platter holds for you...



Just in case you're wondering, Sega Think Volume 2 was sent out to selected Saturn owners via mail by Sega themselves...



A full-on front end for our lovely demo disc. Full instructions for each game can be found once you've selected the title you desire.

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So you've gone and bought the non-CD edition of the mag and you don't have a CD at all. By now having heard about all the sick stuff those other readers are enjoying at the moment, you'll be feeling pretty sick. Fed up. Depressed. Downright goddamn suicidal. Well fret not, sucker! Because there's DEMO DISKS FOR ALL, isn't it? That's right! We have a STRICTLY LIMITED NUMBER of spare demo disks. So if you don't got a demo, all you have to do is get yourself a cheque or postal order for FOUR POUNDS (made payable to EMAP Images Limited) and post it off to our disk-hoarding friends with the coupon provided. We'll make sure you get the demo disk of your dreams within minutes. Please allow a day for delivery. Send your cheques/postal orders (and coupons) to: SEGA SATURN MAG DEMO DISK OFFER, TOWER PUBLISHING, TOWER HOUSE, LATHKILL STREET, ROVERIDGE PARK, MARKET HARBOURCH, WILKS, LE16 5EP. Do NOT under any circumstances send your money and stuff to our Editorial offices, because we can't help you. All the disks are with TOWER PUBLISHING MAG. Not us.

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PS: Sega would like to point out that the finished game will have no spelling mistakes in it, plus it will include an awesome one-wordary. Read the review on page 64 NOW!

BAKU BAKU ANIMAL! Stare into the Mc wet puppy-dog eyes of the most appealing puzzle game to hit the Saturn EVER EVER! It's got cute animals! It's got stupendous instability! You'll love it!



PANZER DRAGON ZWEI! If you haven't bought Panzer Zwei yet, WHY THE HELL NOT? Have you NO MIND? Hopefully this exclusively CREAPO episode of the most visually stupendous 3D shoot 'em up on ANY console will finally persuade you.



ROLLING DEMOS!

If the playable wonders we've assembled for you aren't enough, examine this full-onion ensemble of AWESOME forthcoming Saturn-based DEITIES IN GO FURIE! You won't believe it! All right, MAYBE YOU WILL! Just look at them, sit back, have a TWIX® maybe. We've got:

VIRTUA FIGHTER KIDS!
EXHUMED!
STORY OF TORO!!!
AND THREE DIRTY DWARVES!!!





EDITORIAL

Editor: **Richard Leadbetter**
 Art Editor: **Steve Edmond**
 Deputy Editor: **Rob Wright**
 Features Editor: **Red Antonsen**
 Junior Designer: **Frang Wright Jones**

Contributors: **Ed Simons, Gary Harrod**
 Japanese Column: **Warren Harrod**

ADVERTISING

Advertising Manager: **Liam Macfarlane**
 Deputy Ad Manager: **Chris Davies**

MARKETING

Product Manager: **Yukio Iwano**
 Promotional material: **Patricia Doyle**
 Promotions Manager: **Paul Jones**
 Marketing Manager: **Alan Bennett**

REPRINTS

Publisher: **Andy McWhitie**
 Executive Publishing Director: **Richard Taylor**

SEVEN

Systems Manager: **Barry-Jane Sawyer**
 Systems & production co-ordinator: **Barry Best**

SEGA CHRON

Editorial Contact: **Debraj Ghosh**
 99-99 Huntington Lane, London W14 9PL
 Telephone: (0181) 999-9999
 Fax: (0181) 999-9999

Distribution: **BBC Worldwide**
 Printing: **Crescent City and Ipswich Press**
 Publications

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SEGA SATURN MAGAZINE USE

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TO TEST ALL SOFTWARE

COVER STORY

12 DAYTONA USA (CHAMPIONSHIP CIRCUIT EDITION)

Anticipation over the latest Daytona game has been steadily rising up, and to satisfy all you adrenaline junkies we've got a six page feature on this Championship Circuit Edition, letting you know just why it's set to steal the victory champagne from Sega Rally.



16 COMING SOON STREET FIGHTER ALPHA 2

Whilst other mags rave on about the import PlayStation version of Street Fighter Alpha 2, Sega Saturn Magazine scores yet another important exclusive with full-on coverage of the Saturn translation of one of the finest combat games ever!



COIN-OPERATED

BB DIE HARD

SSM takes a look at the latest STV coin-op to emanate from the studios of AMI: the brilliant polygonised *Stunters of Rage*, *Die Hard*. It's coming to Saturn soon and it's made perfect!

BO VIRTUA FIGHTER 3

Oh my gawd fathers! Not another stinker' excuse! It's a full on *Virtua Fighter 3* frenzy as we take the wraps off this AWESOME coin-op!

SHOWCASES

3B FIGHTING VIPERS

This month sees a sprawling eight page feature on the best 'em up of the moment, with plenty of info on the characters, the movie and just why it should be on your wish list.



44 TOMB RAIDER

After our showcase in issue 10, *Tomb Raider* is back, this time with more levels and more action. We go exploring along its maze-like corridors.

4B BUBBLE BOBBLE PACK

They're cute, they're cuddly and they're quintessentially Japanese. *Bubble Bobble Pack* includes both *Bubble Bobble* and *Rainbow Islands*, and we get cozy with both.

52 OOM

A bit of a mini-Showcase this one, giving you a bit more of a tantalising look at the conversion of id software's seminal *Doom*.

56 BLAM! MACHINEHEAD

Corn Design scores something of a dual Showcase double-whammy with this particular issue of SSM, as we delve deeper into the pseudo-sequel to *Battle Corps* - *Blam! Machinehead*.

62 OUTRUN

After our Sega Ages showcase last month, we take a closer look at perhaps the best of the retro bunch. Switch the stereo on and belt up for *Outrun*.

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UK £17.00 Surface mail £40.00 Airmail Europe £44 Airmail Zone 1 £55.00 Euro £44.00 These rates include postage and packing.

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- B0 NIGHTS PLAYERS GUIDE
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NEWS

Best Saturn Mag ever! That's what we master creators have been attempting to carefully craft for the last four weeks (including a weekend or two). Things have certainly moved on a bit from the last edition. This issue sees a complete redesign for the Coming Soon section, where we scoop everyone with detailed features on the new Daytona and Street Fighter Alpha 2 Showcases too have been overhauled, with a far more dynamic feel to them - for example, with our Fighting Vipers coverage, we're attempting to turn our features into packs of inference once you've actually bought the game. Capping off the new Sega Saturn Magazine we have an absolutely incredible demo disc (on selected issues). Yeah, we might not get as many CDs as the official PlayStation mag, but when they do come along you get the best games... and more of them. Plus it's a full quid cheaper!

Excuse!

Richard Leadbetter, Editor.



Hexen Prepares For Saturn Onslaught!



Blood, Guts, Beasts Large green things flying through the air. Hexen has it all. And more. Plus it's a multi-player game too, thanks to the mythical Saturn link-up cable!

Not a month since SEGA SATURN MAGAZINE revealed the very first shots of Doom on the Saturn and we're already revealing its pseudo-sequel. Hexen takes the Doom engine and warps it back to medieval times, with the player intent on doing battle with a demonic overlord and his depraved hordes.

Hexen was released last year on PC to rapturous reviews in the press. Although based on the Doom engine, it took the genre to new heights with some stunning game design coupled with the appropriate blood and guts relevant to a game associated with id software.

The scope of the title is far more involved than Doom. For starters, rather than rely on a single linear path through the game (just a level never to return), Hexen employs what has come to be known as a "hub" system (which has more than one exit and it's possible to return to conquered areas - in fact you have to. For example, a key or artifact on a later level might open up a new area on a "completed" stage taking you to a different area completely).

Although it has Doom style carnage, Hexen is more of an adventure and rightly so.

WHO... WHO AM I?

When you begin your quest you're given a choice of three different characters to do battle with. For those interested in taking their carnage up close and personal, the Warrior is a good choice. At least to begin with he relies on damaging close-quarters weaponry. A heavy hitter, he's a bit of a duffer when it comes to magic.

At the opposite end of the scale, there's the Sorcerer. As you might imagine, when it comes to magic he's the best of the best, but unfortunately his skill with the more conventional form of hand-to-hand weaponry is poor.

Somewhere in between, you'll find the Cleric. Fairly adept with both weaponry and magic, he's just the guy for the player who likes to hedge his bets.

MEDIAEVAL MALARKEY

Doom is renowned for its enormous weapons, but obviously shotguns and RPGs have no place in a historical world like Hexen's. That doesn't mean that the action is any less intense though. A range of wields axes, swords and other weapons means that the fighting is just as cool. In fact, it's possible to power-up your tools, raising the blood 'n' guts level still further!

Another interesting weapons-related feature in Hexen is the fact that in order to get your devastatingly powerful RPG style weapons you need to run about collecting all of the bits for it before assembling it and kicking some medieval posterior!



Check out these exclusive shots of the future Haze! As any one who has seen the PC version will see, the graphics are right-on idealistic! What you can't see is how smooth it is. What you can't see is how smooth it is. What you can't see is how smooth it is. What you can't see is how smooth it is.



YES IT IS MULTI-PLAYER

We all want link-up games right? We're all a bit disappointed that handy any Saturn developers (including Sega) are doing anything for the link-up cable, aren't we? In fact, aren't we just a bit perturbed that Sega haven't even released the cable over here yet? Thankfully GT and all software have insisted that both Doom and Haze for the Saturn MUST have link-up capabilities! We'll have more details soon but surely now there is an excuse to release the thing and get some more software in development for it?

HOW'S IT SHAPING UP?

Haze must have been a very difficult game for developers Probe Software to convert onto Saturn. Unlike Probe's other eyeball on a unicycle game, Alien Trilogy the scenery doesn't disappear into darkness two feet away from you. In fact, Haze's some huge textured areas and that means silky-smooth down on the super-consoles. Despite this, Haze manages extremely well and despite the fact that the game is miles more complicated visually than Doom, it actually has a smoother frame rate than Doom (at least in this stage of development... apparently Doom is "very early"). It's still juddier than Saturned, but in terms of gameplay Haze is the better game. And that's really where it counts. More next month.



All of the beasts from the original PC are present and correct in the Saturn game.



There's nothing quite so satisfying as letting rip with a fully powered-up weapon in Haze. This plasma sword slices through the demonic hordes in an instant.

SHOOT 'N' SURF

The Saturn is an awesome games playing machine, but when it comes to multi-player games and CD-ROM hi software, you really need a PC connected to 16 others on a network. This technology is beyond the reach of the masses, hence the creation of Shoot 'n' Surf, a brilliant new CyberCafe located at 11 New Oxford Street in London. Here, you can play Quake or Duke Nukem or whatever with all your mates or "surf" the Internet.

We highly recommend you take a visit there and if you breathe this issue of SODA SATURN MAG you can get two hours on the PC for the price of one on your first visit. That's an enormous saving of £5.00! Look, between you and me, we've worked Quake is bloody amazing! Get down there with about 15 of your mates and enjoy a brilliant, smooth, never-to-be-forgotten 16-player battle!

HOW RETRO EXISTENCE

It's going to be the most amazing show on Earth! Bored, a whole floor devoted to old computers and consoles, old programmers giving talks on the past 40 days and tons of classic games to get your mits on. Who could ask for anything more? Make sure you visit the RETRO GAMING EXHIBITION at WFF level D2, 11 New Oxford Street, London, W1. It runs from Saturday October 10th to Saturday November 2nd. (We're all going).

NEW CAPCOM FREESTYLE

In September's JAPAN Show in Japan, you can expect Capcom to reveal some pretty bloody good arcade games. Perhaps most exciting of all is Street Fighter 3D, currently in a 10% complete state (developed by the man behind the original SF...).

Look out for the stunning-looking Street Fighter version 3-D... check out the exclusive report on page 102. Sorry it's not on the contents page, but this is a Top Press situation! Japanese journal Saturn fan has announced that Capcom are also planning on bringing Super Street Fighter 2 Turbo to Saturn.

SEGA RALLY TIME ATTACK!

We're still going through the myriad letters and ideas that you guys have sent in, but rest assured next month we WILL have the final judgement on the Sega Rally Time Attack competition. A year's supply of free games will be won in the very next issue... promotional letters and ideas that you guys have sent in, but rest assured next month we WILL have the final judgement on the Sega Rally Time Attack competition. A year's supply of free games will be won in the very next issue... finished

HMV CHARTS

Week ending April 23rd, 1998



If you would like to see your chart features, send in your top ten to BRADER CHARTS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 TIERINGDON LANE, LONDON EC4R 3AL. Anyone who has their charts printed will receive a game for their trouble!

HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS	
1	Destruktion Derby	1	Fighting Vipers	1	Guardian Heroes
2	Athlete Kings	2	Street Fighter Alpha 2	2	Virtua Fighter 2
3	Best A Move 2	3	NIGHTS	3	Seika Seika Animal
4	Loaded	4	Sega Worldwide Soccer '97	4	Panzer Dragoon Zwei
5	Legend Of Thor	5	Action Golf	5	X-Men
6	Disoworld	6	Bubble Bobble/ Rainbow Islands	6	WipeOut
7	Olympic Soccer	7	Ostron	7	Alone in the Dark: Jack's Back
8	Virtua Cop	8	Bomberman	8	Euro '96
9	Ultimate Mortal Kombat 3	9	Athlete Kings	9	Daytona USA
10	Wrestlemania	10	Exhamed	10	Street Fighter Alpha

Send in your top ten of this month's games to see how you fare!



VIRTUAL ON BLASTS ONTO SATURN

At the recent Tokyo Game Show, Sega unveiled a whole host of exciting new products including Daytona Championship Circuit Edition, a completed Fighting Vipers and a work-in-progress rendition of Virtual On.

This Sega AM3 coin-op has had something of a limited release in the UK (currently there's a twin sit-down machine at the Trocadero and we suspect it'll turn up at SegaWorld), but it's currently the most anticipated game in Japan (ahead of Fighting Vipers). Virtual On is a one-on-one robot battle with a range of different robot kits with various speed levels and weaponry. The action takes place in huge 3D arenas with plenty of buildings and what have you to use as cover. It's really quite clever, but what else would you expect from AM3?

The conversion is basically ACE. There's a slight loss in detail and the frame rate's down to 30 frames a second, but other than that it's a right-on arcade perfect. Two-player options take the form of Netlink (using the new modem) and split-screen. We'll have more next month when we'll be showing you more of this 40% complete version. Still, enough talk. On with the screenshots!

NEW CONTROLLER FOR VIRTUAL ON

Just as Sega of Japan announce the existence of Virtual On, they also reveal a controller tailor-made for the game. Check out the pic and you can see that the controller bears an uncanny resemblance to the control deck of the original coin-op. The two sticks allow for unprecedented control of your robot (push forward on one and back on the other for a super-quick right turn, for example) and brings the arcade experience to Saturn even more effectively. No word yet on a European release.



WILLIAMS ENTER UFO TERRITORY

After buying up the rights to the Atari catalogue, Williams are releasing their first Atari game for the Saturn. However, whilst Playstation owners are getting the preening Robertson X, Saturn owners have to make do with a conversion of Area 51 - the little-known gun game from the arcades.

Admittedly, the game is sign-on arcade perfect, but rather than rely on polygonised wonders like Virtua Cop and its forthcoming sequel, it uses full-motion video, with overlaid sprites. Kind of like Cops vs Killers on the Mega-CD, but hopefully better.





THE BLACKHEADS

OUT NOW ON TAPE.

IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE,
CHECK OUT NEW **OXY BLACKOUT**. IT HAS SPECIAL STICKY TAPES
THAT **LIFT OUT BLACKHEADS** GENTLY. **BLACKHEADS? OXYCUTE 'EM!**





SONIC XTREME CANNED

Despite some promising ending, the Sega Technical Institute's Sonic Xtreme has been canned. It's thought that the 3D engine was quite impressive but just didn't suit the Sonic style of game, and it's highly expected that the graphics engine will be used on a different game.

Instead, a Saturn translation of Sonic 3D: Hicky's Island will appear for Saturn, perhaps before Christmas. Already making waves as a Megadrive title, the Saturn version will follow the same kind of isometric 3D formula but will be massively enhanced. Sonic supreme Yoji Naka is said to be involved with this one.

At the moment, no Saturn shots of the game have been made available. However, here's a couple of Megadrive ones to get you in the mood.



Megadrive Sonic 3D: The Saturn version...



... Sonic 3D: Hicky's Island graphics and new level!

SCAVENGER SIGNED!

Remember Anik and Scorch? You know those ace-looking games we first revealed about ten years ago? Well, the good news is that both games are finally finished and should be out before November.

Scorch from the makers of Megadrive Sub-Terrania and Red Zone is a sweet-looking futuristic racing game with super smooth update and some stunning terrain maps. Anik on the other hand employs some stunning frontal-based graphics for its excellent landscapes and is more of a mission-based blastathon.

Both games would appear to push the envelope in terms of graphical excellence on Sega Saturn, but the question is how do they measure up as gameplay experiences? Hopefully, the answers should be forthcoming in the next edition of SEGA SATURN MAGAZINE.

Also of note is the strong rumour that Sega's Scavenger deal includes the rights to publish the Saturn translation of the very hot-looking Info The Shadows, one of the most graphically stunning PC games ever seen.



Anik is split-screen two-player...



... And it should be very impressive.



Scorch remains a trust gradually...



... And it should be not very soon now!

BLOCKBUSTER CHARTS

TOP TEN VIDEO GAMES

1. ATHLETE KINGS ➡
2. LOADED
3. ULTIMATE MORTAL KOMBAT 3
4. SEGA RALLY
5. VIRTUA COP
6. ROAD RASH
7. VIRTUA FIGHTER 2
8. THE NEED FOR SPEED
9. FIFA '98
10. BAKU BAKU



TOP TEN RENTAL VIDEOS

1. TRAINSPOTTING ➡
2. HEAT
3. JUMANJI
4. SEVEN
5. AGE VENTURA 2
6. DANGEROUS MINDS
7. BABE
8. JOHNNY MNEMONIC
9. ASSASSINS
10. LOCH NESS



TOP TEN RETAIL VIDEOS

1. GASPER
2. STAR TREK - VOYAGER 2.0
3. WATERWORLD
4. SWAN PRINCESS
5. POCAHONTAS
6. RIVERDANCE
7. LEDN ➡
8. AROUND THE WORLD WITH TIMON AND PUMBA
9. PULP FICTION
10. DUMB AND DUMBER



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DAYTONA™ *Championship Circuit Edition* USA





Two pictures from the new National Park track can be seen below. Notice the change in style compared to the established Daytona tracks (see right). There's another track to come, too!



A total of four different cars will be included in the finished version. It's not known yet whether they're all stock cars or different styles as in the Virtua Racing Series. We're betting on the former.

Just imagine... what if the CS Team behind the brilliant Sega Rally conversion had handled the Saturn translation of Daytona USA. Who knows just how brilliant it would have been? Well, we do actually, because the Rally team have been put to work on producing an all-new conversion of Daytona. Not surprisingly, we saw it first...

When Saturn gamers first got their clumsy mitts on the conversion of Daytona USA, just about everyone had realized what a brilliant racing game it was. Unfortunately, when it was developed, not many programmers knew the full potential of the Saturn's 3D capabilities so the game suffered from a letterbox display and a bit of a cheapy frame rate.

This caused something of a deluge of letters to Sega headquarters across the globe, with plenty of demands for a Daytona Brazil, along the lines of the Virtua Fighter Series which had done so well for the Saturn in Japan and America.

After catching the highly appreciated conversion of Sega Rally Championship, the conversion team responsible took a bit of a breather before starting work on their next project. Originally, they planned to produce a conversion of the minor mode hit Indy 500. Pressure from Sega in America and Europe helped them scrap the Indy 500 project and instead produce the all-new Daytona that everyone wanted.

Work began on the game in March, 1996 - three months after the completion of Sega Rally. Daytona Championship Circuit Edition (the name may change before the game finally reaches the shelves in November) is the culmination of the Rally team's expertise and experience. The key points about the game include a smoother frame rate, no letterbox display, more tracks and more cars.

AWESOME GRAPHICAL CAPABILITIES

Daytona CCE has been around as an enhanced version of the Sega Rally engine. From its early stage in development, the game runs at a rock solid 60 frames a second (in months on Rally) and this ensures the cars no matter how busy the

scene gets. Remember, the 777 Beginner Track features 40 different racing cars on the oval, which requires tons of polygons and processing power.

Considering that the new Daytona is over a third smoother (in terms of frame rate) than the old, you might think that the letterbox effect would be retained. Not so. A full screen display as in Sega Rally is already in evidence, and Sega Europe assure us that the game will receive the full PAL conversion treatment - that means full screen and full speed. Again, just like Sega Rally.

ON THE RIGHT TRACKS

Daytona CCE includes the three tracks from the original coin-up and adds two more from the labs of the CS Team themselves. At this current stage in development, only one of the two proposed tracks has been programmed in.

At the moment it's called National Park Speedway and it must be said that it's something of a departure from the established Daytona tracks. As the name suggests, it's something of a greenery fest (being set on the National Park and all, with a fair few mountains thrown in for good measure. What might seem quite bizarre for a national park is the inclusion of an enormous Virtua Racing style Ferris wheel plus a colonial roller-coaster a bit later on.

The style is a good mix of both Sega Rally and the more colorful Daytona USA, and it's designed to be something of an intermediate track between the medium and tough tracks of the original.

At the moment, details concerning the final, fifth track remain up in the air. It's entitled Desert City and... er, that's all we know at present. Watch this space (well, not this one, but the next one) for a full





Daytona USA is the most popular Sega Saturn game in the world. It's the only game that has been translated into 10 languages and is still going strong.



The Sega Saturn version of Daytona USA is the most popular Sega Saturn game in the world. It's the only game that has been translated into 10 languages and is still going strong.

THE CS TEAM INTERVIEW

DAYTONA CHAMPIONSHIP CIRCUIT EDITION IS THE WORK OF SEGA OF JAPAN'S CS TEAM, WHO SPECIALISE IN PRODUCING EXCELLENT SATURN WARRS. THEY WERE THE TEAM BEHIND THE CONVERSION OF SEGA RALLY (WHICH NO-ONE HAD ANY COMPLAINTS ABOUT) AND ONCE AGAIN DIRECTOR KYUSUKE HAYATO IS HANDLING THE WORK ALONG WITH SELECTED MEMBERS OF THE SATURN SEGA RALLY CONVERSION TEAM. THE TEAM ARE EXTREMELY JUST PUTTING TOGETHER THE DAYTONA GAME AS WE SPEAK AND TIME IS VERY LIMITED. HOWEVER, THANKFULLY THEY WERE ABLE TO SPARE A FEW MINUTES TO ANSWER SOME QUESTIONS PUT TO THEM BY OUR JAPANESE EDITOR, WARREN HARROD.

SSM What is the main difference between Daytona USA and Daytona Championship Circuit Edition (DCEE)?

CS TEAM We redesigned all the courses with new modelling and improved texture mapping. We've tried to make DCEE much closer to the original arcade version.

SSM Which modes are you going to include in DCEE? Will any from Rally be included?

CS TEAM At the moment there is definitely going to be both a two-player mode and a ghost mode. Other modes are possible but we haven't decided on them yet.

DCEE are the upgraded graphics, the various new modes and the enhanced realism of the car handling.

SSM Is the two-player mode split-screen, link-up, or both?

CS TEAM The two-player mode will be split screen not via a link up cable. You can also play with another person by using X-Mod however this will still be two-player only, it won't allow a four-player mode.

SSM What is the biggest difficulty with the two-player mode?

CS TEAM The main problem is the number of polygons. Even though each screen area is half the size the two-player mode still uses a lot more polygons.

SSM Did you have to design any new features?

CS TEAM No, all the graphics are based on Sega Rally.

SSM Are these elements included in Daytona? Or have come from the forthcoming Daytona 2 for the arcade?

CS TEAM At the moment we can't comment on that.

SSM Will there be any hidden features, like the game from the original Daytona?

CS TEAM We haven't decided yet.



The CS Team Director, Kyusuke Hayato (the man behind Sega Rally) is bringing his experience to bear on Daytona Championship Circuit Edition.

SSM What are your plans concerning the number of courses? Are you just concentrating on bettering the three originals or are you adding any extras?

CS TEAM Yes we are. We're going to add two new courses to the original three courses that were in Daytona USA. So there'll be a total of five courses available.

SSM How do the graphics in DCEE compare to Daytona USA and what was your biggest difficulty with the new graphics engine?

CS TEAM We've rewritten most of the graphics to improve the visual appearance of DCEE. Balance is the most important part of redesigning the graphics as we still need to maintain speed and gameplay.

SSM How has the gameplay changed in DCEE?

CS TEAM The gameplay hasn't changed at all. It's still the same as Daytona USA. The main features of

SSM Is the music going to be changed?

CS TEAM We're still considering whether or not to change the music. [Since the interview this has been confirmed - see the main text - SSM]

SSM How many cars are there? Are there any new or special cars?

CS TEAM Details about the cars in DCEE have yet to be fixed so we can't comment on that at the moment.

SSM Will there be a construction mode?

CS TEAM No, there won't but you'll be able to alter the car mechanics by changing wheels and suspension etcetera.

SSM Is it compatible with the new analogue controllers?

CS TEAM Yes, it is.

SSM Why did you choose to make a new release of Daytona?

CS TEAM We thought the game had unused potential so we wanted to add new courses and various modes and release an improved version.

Street Fighter

ALPHA 2

© Capcom Co. Ltd. 1992, 1993, 1994, 1995, 1996.



Ken, although an established Street Fighter 2 personality, is kind of new to the Alpha series. Here he's letting off something of a rage storm.



Remy's Revenge is easy to pick up - most of her moves are the same as Ryu's. However, in execution, she's just a bit different...



The Fushin Double Nature takes effect (above). There's an delay between techniques, allowing Sagat to chain Tiger Revivals.



Ken gets rewarded by the enormous Sagat.



Chun-Li's revival leads into Sakon.





A total of 18 characters to choose from - and there's more hidden in the European version!



The game shows off some of Capcom's extraordinary dynamic artwork.



Now, character-specific moves are possible - and you can mix this Super Combo Plus.



Depth's level three Super Combo brain-batterer - devastating indeed.



Capcom have piled us with only the very greatest of their arcade as the sheer brilliance that is X-Men and Night Warriors clearly shows. Now they're about ready to unveil their latest fighting Street Fighter Alpha 2. Here are some exclusive pictures of the Saturn version to look at, plus some words about its development.

Capcom's Saturn development department is going from strength to strength, having clearly established themselves in the fighting game market. They are looking to further their reputation with a continuation of their latest needs hit, Street Fighter Alpha 2.

The question might be, just how can Capcom improve on their previous arcade games. Surely Street Fighter Alpha was the pinnacle of character-based? Well, no. The game actually had a fair amount of faults: there was a lack of background heavily noted for Alpha 2 and a lack of characters to be honest. In fact, Super Street Fighter and its Turbo sequel had more characters to choose than Alpha.

FIGHTER FRANKY

All of this, however, has been incorporated into Street Fighter Alpha 2. Perhaps the best thing is that there are now six different fighters to choose from. All of Alpha's characters have been included, along with five new devastating warriors: Zangief and Dhalsim should be familiar to Street Fighter veterans whilst Balazs was a hero from the fourth level of seminal Capcom comic book fight (his lift move is recreated in Alpha 2). Fans of the original Street Fighter should revel in the fact that Gen has returned in all his gentle glory, whilst people after something new should be quite happy with Sakum, the schoolgirl with her own combo version of all of Ryu's most powerful sure killing techniques.

One of Street Fighter Alpha's innovations which has been ingested in the Alpha series? These moves basically allow any character to improve any kind of technique used against them, but a throw. It was a tad limited in Alpha due to the fact that most characters either attacked high or low, meaning that

you weren't guaranteed a hit depending on what kind of event you were countering. All this has changed in Alpha 2, where you can now decide on two different types of reversal per character.

THE NEW CUSTOM COMBO

However, we've left the best innovation until last. As well as the Super Combo attack from Alpha, the sequel now includes a new "Custom Combo" feature designed to further boost the pain-inducing powers of your favourite character. By choosing up Super Combo energy you can determine the length of an all-out super-speed combo frenzy. One unleashed, your character can chain together every move in his/her repertoire and use any move as many times as they want. The energy bar ticks down, effectively placing a time limit on your onslaught.

This new feature is good for some characters - but not all. Newcomer Zangief is quite slow and even in Custom Combo needs to be easily dodged, making him look like a bit of a mule. However, use the new feature with someone like Gen and you'll soon be unleashing incredible combination attacks!

AND FINALLY...

It's features like this that make Street Fighter Alpha 2 the premier arcade-based fighting game in the arcade - and now. It'll be gracing the Saturn. The game is due for release in Japan on September 2, and we can reveal that once again Virgin will be handling the UK release. There was something of a disastrous delay in bringing the first Alpha to the British shores, but hopefully Virgin will pull out the stops in releasing the R&L code in time for a Christmas release. At the moment, they've pencilled in an early November release, so fingers crossed...



Has Akuma finally returned in striking Ryu in "the earth side" in Alpha 2?





COMING SOON



Chun-Li's universal look carries into Saturn.



A Super Combo-powered Chun-Li blasts into the coming day. She's still a bit poor in Alpha 2...

LATEST CAPCOM NEWS

Capcom's commitment to the Saturn is beyond doubt, as a quick look at their forthcoming development schedule shows.

The big news concerns the new CPS-III technology which the company unveiled at a special show last month (see the news section for more details). This all-new hardware is being put to the test in an all-new one-on-one fighting game - *War-Zard*. Employing RPG aspects in tandem with the established combat formula, this has "winner" written all over it. Capcom told us at the special CPS-III presentation that *War-Zard* is definitely heading for the Saturn. Just how its awesome animation and spate scaling will be converted has yet to be announced, although Capcom does profess an interest in developing for the memory upgrade heading for Saturn...

Other titles to look forward to the fighting game inspired puzzle known as (not surprisingly) *Puzzle Fighter* is a definite for Saturn conversion. More on this in the news section too.

Recently, it has been announced that a version of *Resident Evil* is heading for Saturn. When we spoke to Capcom UKD (admittedly a while back), it was a conversion of the first game that was going to be produced. Now it appears that the forthcoming sequel will get the conversion treatment...



The first-year action that is synonymous with the Capcom Fighting game is at its peak in Street Fighter Alpha 2. Only small differences are evident between this and the early-up original. We have a winner!



The Street Fighter franchise is as potent as ever - and the Alpha 2 installment is shaping up to be the greatest 2D fighting game of all-time!



The obligatory anime-style subplot starring Emily makes it way into a Street Fighter title.



HIDDEN CHARACTER CONFUSION

Seen that original Chun-Li character in arcade Alpha 2? What about the so-called "Evil Ryu" or original Dharma and Zangief? Not bad eh?

Well, it will probably come as quite a surprise to learn that (with the exception of original Chun-Li), all of the hidden characters were added at the request of Capcom of America and do not appear in the original Japanese version (*Street Fighter Zero 2*). This goes for the conversions too - so while the Japanese have to make do without the hidden fighters, us Europeans (and the Americans) get more fighters. *War-Zard* is a definite for Saturn conversion. More on this in the news section too.

Recently, it has been announced that a version of *Resident Evil* is heading for Saturn. When we spoke to Capcom UKD (admittedly a while back), it was a conversion of the first game that was going to be produced. Now it appears that the forthcoming sequel will get the conversion treatment...



Super Combo action abounds!





THE CAPCOM INTERVIEW

QUITE POSSIBLY THE PREMIER THIRD PARTY FORCE FOR SATURN SOFTWARE, WE SENT OUR FINE JAPAN EDITOR, WARREN HARRIS, TO VISIT CAPCOM'S JAPANESE HEADQUARTERS TO DISCUSS THE STREET FIGHTER FRANCHISE AND THE FORTHCOMING SEGA TRANSLATIONS. WE SPOKE TO MR SHINJI MIKAMI, SENIOR PLANNER OF THE PRODUCE SECTION.

SSM Why was the decision made to make chain-ning normal hits in Alpha 2 than in Alpha?

CAPCOM It wasn't our intention for people to have this impression. The reason may be because the damage levels for Alpha and Alpha 2 are different. When we were trying to get the balance of Alpha 2 right we only concentrated on Alpha 2. That's the one that's important. We don't really have to get the actual same damage as Alpha. In Alpha 2 some new characters were introduced, so in order to maintain the game balance we had to increase the damage for the normal hits. In addition, this time for Alpha 2 we wanted to focus on the importance of the normal hits and not just the specials.

SSM Why was the random character select box removed? Was it unpopular?

CAPCOM No, it was because it wasn't necessary to use it.

SSM The secrets for the hidden characters and so on in Alpha 2 seemed to have been released a lot faster than with Alpha. Was this a conscious decision on your part?

CAPCOM Yes, we did this on purpose. It's a simple story. When we first released Alpha on the market for the sake of all our secret codes and characters were discovered by the players very early and what happened was that it was all put on the Internet, and so the next day everybody knew about it. Of course, once the shops find out they all display the moves so it didn't take a lot of time to spread to the general public. As a result of this we decided this time to make it more difficult.

SSM Does the 3rd Ryu secret character have a proper name, and what is the story behind him?

CAPCOM I'm sorry I don't know much about this character so I can't tell you about him. There are 3 hidden characters for the foreign versions. However, these are only for the foreign versions, not the Japanese version. They were chosen by Capcom USA. The evil Ryu character appeared in a comic published by Shueisha, but I don't know the story.

SSM Is whom do the two secret backgrounds (Australia and Venezuela) belong?

CAPCOM These don't belong to any secret characters. Australia appears when the player is Sagat and the first CPU boss is Ryu. Venezuela appears when the player is Maki and the first CPU boss is Vega.

SSM Is there a dramatic battle option similar to Alpha, and against who?

CAPCOM No, there isn't.

SSM Do you have any kind of special battle option instead of this?

CAPCOM No we don't.

SSM Are you expecting to do an accurate conversion of Alpha 2 to the PlayStation and Saturn as Alpha was?

CAPCOM Yes we are.

SSM Will there be a lot of extra-features with X-Men and Vampire Hunter?

CAPCOM Yes, we will have to cut the pattern of the characters I can't say which characters will be cut at the present, but certainly for log items and ones with a lot of patterns like Zangief there will need to be cuts. Other than that it will be an almost perfect conversion.

SSM How soon can we expect to see the conversions?

CAPCOM They were about 70-80% complete at the Tokyo Toy Show so they should be completely finished by the time of the Tokyo Game Show.

SSM Can you improve on the long loading time on the PlayStation version of Alpha, or is it unavoidable?

CAPCOM We're doing our best to overcome this particular problem but, it depends on the hardware and software libraries so there's not much we can do about it.

SSM Are there plans to release another Alpha game before SF2?

CAPCOM No, we won't be releasing another Alpha game before we release SF2.

SSM Will Street Fighter 3 be a 2D or 3D fighting game?

CAPCOM It'll be 2D.

SSM Can you tell us which characters will definitely be making an appearance in SF2?

CAPCOM Ryu and Ken are the only characters that I can say will certainly be in SF2.

SSM Can you tell us what hardware the game will be using?

CAPCOM That's a secret, but we'll be using a new board.

SSM Please tell us a little about SF2.

CAPCOM It's going to be the ultimate 2D fighting game. There'll be improved graphics as well as more animation patterns. Because we are using a new board it has become possible to use more colours and the

game will be able to zoom into and out of the screen. It's going to be dramatically different from the present SF series.

SSM You've already got a new Marvel Super Heroes and Vampire Hunter in development. Where does SF2 come in your production schedule?

CAPCOM We'll probably release it within this year.

SSM What percentage is it complete?

CAPCOM Probably less than 50%.

SSM Does this mean you're not planning to make a 3D Street Fighter at the moment?

CAPCOM We are actually considering it presently.

SSM Are you waiting for the adoption of Star Graphics or would you need a much more enhanced 3D graphics system for SF2?

CAPCOM We haven't decided anything yet so we can't comment on specific details.

SSM Will the Street Fighter 3 series be continued, even after Street Fighter 3 is released?

CAPCOM For a short period they can continue together as separate games but, eventually Street Fighter 3 will be dropped.

SSM If Street Fighter 3 is so new, can it be converted onto any of the current home consoles?

CAPCOM Impossible. It would just be too difficult. It would need additional hardware and great care. This is the major difficulty. There are other problems but, other than this they are all minor problems.

SSM How much have you learned from converting Street Fighter Alpha, Vampire Hunter and X-Men? In what ways will this help?

CAPCOM It's related to the many times you mentioned earlier. We've learned how to cut the characters' animation patterns a lot better. And also streamlined the conversion process, and shortened the development time. From a technical viewpoint these are the two main areas.

SSM If animation is missing, will you consider a full animation sheet when both players choose the same character, as in Vampire Hunter?

CAPCOM Yes, we will. Unless both characters are the same there isn't any other way to get full animation.

SSM There is a great deal of difference between the loading times of the PlayStation and Saturn Capcom titles. For example, Alpha's loading times on the Saturn are a lot quicker. Why is this?

CAPCOM The PlayStation and Saturn have a problem with the use of their memory. In order to save memory we compress all the graphics to fit in, and so it takes a fair while to decompress the graphics data. As the PlayStation has less memory than the Saturn, we have to decompress more and so it takes longer.



HARDCORE 4 X 4

Take to the hills for some monster truck action!

DEVELOPER	GAME STYLE	EXTRA INFO
Gremlin	Racing	MSX
Platform	It's an original title	
ESRB RATING	A limited sort of Sega Rally	



As well as being more subtle than Top Gears, Hardcore 4x4 also offers the ability to see just what our four-wheeled friends are up to when they're off the road.



Hardcore 4x4 features some extremely realistic suspension action on the trucks.



The huge four-wheel drive Jeep's E-Racer vehicle became a hit of a fashion during the Eighties. Just why exactly remains a bit of a mystery. After all, these vehicles, like any other car, spend the majority of the time sitting in traffic jams or crawling down a very flat motorway. I never saw any drivers suddenly veer off the hard shoulder to assault the countryside in search of a short cut, or bulky cars tearing through suburban gardens, hedges, fields and small children crashed beneath their mighty wheels.

“Gremlin's main concern is to ensure that the vehicles handle perfectly... the graphics and animations are already looking very impressive.”

Spurning this conservative attitude to motorizing, Gremlin's Hardcore 4x4 sees the player climbing inside an all-terrain vehicle to take on well as all terrains as it happens. That means snowy mountain landscapes, muddy valleys and even a quick jaunt

around a volcanic rockface, complete with flowing molten lava. As a result the emphasis is not so much on speed as your ability to handle the vehicle, making quick decisions about gears and all that stuff. That's not to say that Hardcore 4x4 is lacking in thrills. The game still revolves around racing against five other competitors, bailing each other out of the way in the pursuit of victory.

To accentuate the realism, Gremlin have included all of the traditional hazards involved in this kind of motorizing. You could be stuck in the mud with your wheels spinning furiously to no avail, or travelling periodically along the ridge of a cliff or maybe trying to skip skidding out of control in the snow. The trick comes in finding your way out of such traps as quickly as possible. For the more experienced driver there are opportunities on each of the tracks to take short cuts, provided you can handle the rougher and riskier terrain you'll be travelling over.

Hardcore 4x4 is still quite early in development at the moment: the programmers working on the Saturn and PlayStation versions simultaneously. Gremlin's main concern is to ensure the vehicles handle perfectly. The graphics and animation are already looking very impressive. Naturally, we'll keep you informed of developments in future issues.



The trucks' movement on the ground is most impressive. The trucks' movement on the ground is most impressive.



Hardcore 4x4 shows that British development on Saturn is most promising. Gremlin seem to be leading the way for the third party.



(Quite obviously the most impressive part of Hardcore 4x4 (at least in this early version) is the way that the four-wheel drive vehicles react to the terrain. Every movement of your truck is mathematically calculated according to real physics.



Rage Rally with trucks? Kind of, but Hardcore 4x4 does have many more trucks.





HMMMM, NICE DRIVING

Because there's more to Hardcore 4x4 than simply tearing about tarmac, the game includes a rating system pointing out the merits of each vehicle. This includes such things as traction, turning circle for those especially tight bends, and gear ratio (what exactly this does I'm not sure). A vehicle's strengths are designed to correlate with its "home" course. The car designed to race on the Northern Siberia track for example will have excellent traction to grip the snowy surface. As to what vehicles you can actually get your hands on... well cast your eyes to the bottom of the page where all the available choices of transport are displayed.



Believe a lot of other racing games, Hardcore 4x4 has quite a lot of freedom regarding the route you take through the level. Some are easier, some are much harder (like in the picture above).



CHOOSE TRACK Gobi Desert



As you might imagine, the track select screen gives you some idea of how the race will progress and what hazards you might face.

KEEP ON TRUCKING

Hardcore 4x4 features a total of six different all-terrain vehicles, each of which has a "home" course where it's best suited and at an advantage over the other racers. At the moment there are five off-road vehicles to choose from and the races they're under might well be changed (because some of them sound a bit ruff to be honest) but here they are:



A plethora of (quite literal) hardcore racing action awaits this captive audience. This is shaping up to be a very cool game.



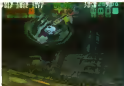
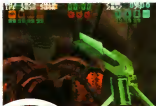
TO BE THE BEST

Hardcore 4x4 features the usual range of racing options from prize lists through time trial to championship. The races are split into three classes which are based on engine size. The larger the engine the more impressive the car, but that also means they are tougher to handle. Just like the real thing, these off-road vehicles aren't indestructible meaning every crash will take its toll on the car's performance.

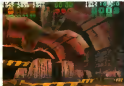




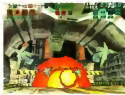
Those big star-shaped things are the tails of your minotaur. Not samurai.



Corta alone knows how they got that helicopter down into this little tunnel. Minotaur? jokers here again, I suppose.



The strange war thing above wants destroying so you can feel by the screws above its head.

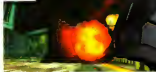
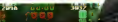


We actually checked to get all these weapons. They make the screenshots look about.



ROUTEMASTER

When we said that Tunnel is isn't like a racing game and requires loads of explanation, we were in fact lying. Some levels are like a racing game. You're given a set amount of time to get it through the tubes, a limit which is replenished when you pass certain checkpoints. However, this still varies from the norm, as you're required to choose your route through the stage. One wrong turn into a dead end can cost you all the time you need to do. Use the map, luke!



It's sometimes seen. Good. I'm really hungry. Just looking at that explosion reminds me of stuff. Or cauliflower cheese. Or dumplings.



DARIUS 2

Save the world from the giant exploding fish all over again!

PUBLISHER	GAME STYLE	RELEASE DATE
SEGA	Shoot 'em up	October
DESIGNER	Based on the Saturn conversion of the aptly named	
TELA, NOT AVE	At the Beams	

Fish are nothing but trouble. If you're the Queen mean. All those little bombs, y'see. For the rest of though, our piscine pals are nothing to be frightened of. Unless you're one of those mad divers down in a bathysphere amongst all the scary-looking weird deep sea fish in the pitch blackness. I'd be cackling my pants at that little prospect. Anyway, the point is that fish have done little to terrify us mankind since we crawled from their domains. In fact, other than occasionally leaving grey bits in their fingers, fish have been remarkably good to us. A lot better than, say, crocodiles. Or spiders. I hate spiders.

“The scaly hordes are back for another pop at the Earth trophy. Obviously their tiny fish memories can't recall they got blown up last time.”

Well all this is about to change, and we don't mean that spiders will suddenly become nice and buy us presents. It means the fish are MAD, and they've called in reinforcements from another planet. Of course, long standing readers of SSM will already be familiar with this scenario, as it's already happened once in the last Darius title for the Saturn. But you can't keep a good fish down, and it would appear that the scaly hordes are back for another pop at the Earth trophy. Obviously their tiny fish memories can't recall they got blown up last time. And so it is that you, the last line of Earthling defence against the things that swim (in the air) are charged with mankind's future. Again. Now know it'd be nice to see a slightly different plot to this alien mass destruction sometime. Given

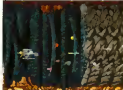


This may allow you to choose your route through the game. Like Gethex.

that humans aren't exactly the most polite creatures on Earth, wouldn't it be better to have a game where you're the only surviving members of an attack force sent to blow up an extraterrestrial race? You could have war atrocity bonus levels and everything.

So right, then: these big robot fish clogging down on yor' ass - again - and you've got to fly through numerous sideways-scrolling shooting levels to defeat them. So what else is new? Well, taking its cue from the many clever polygon games on the market at the moment, Darius 2 allows the player to change the view. Not by altering the camera angle as such, but by zooming into and out of the action. Want to play a one-inch tall shoot 'em up with six inch borders at the top and bottom and tiny sprites you can hardly see? No problem. How about a melle so close up you can barely see anything else on screen apart from your ship? Piece of cake. How about a carefully graded selection of views inbetween for proper game play? Er... well wait and see. Maybe.

Darius has been programmed by Taito, the same bytes responsible for the original Saturn Darius, so what they don't know about robotic fish warfare isn't worth knowing. Whilst as old-fashioned as Wether's Originals it has to be said that the last instalment was pretty jolly so at least reasonable things are expected of this update. As we're always bound to say at this point in a Preview we'll keep you posted in a future issue.



(ABOVE) That's the very close-up view, so everything looks dead big. (BELOW) Everything is dead big, but far away.



ZOOM SHAKE THE ROOM

The Saturn is famed for its spite handling capabilities. Well, perhaps not exactly famed, but certainly mildly well known. Darius 2 aims to make the most of the awesome 2D abilities of the king of all home consoles - so it's being released for the PlayStation. No, not really, that's just our little joke. Please don't write in about it. Look, what we're on about is Darius' exclusive scaling abilities. Pressing either of the top two buttons zooms the screen towards or away from the player, allowing you to get close-up for more accurate shooting or further away if there's loads of stuff flying around you want to avoid. Have a gander at the screenshots to see what we mean. The furthest left shot shows the far away view, and the furthest right the closest possible view.



That medium sized thing is actually a kind of alien spawning, I think. Could be.



Available on
Saturn and
PlayStation.
Coming soon to
PC CD-ROM

actua GOLF

"The best golf game ever"

PlayStation Plus



92%
Total Saturn



9 out of 10
PSX-Pro



4 out of 5 "The best PlayStation
golf game"
C&VG



8 out of 10 
PlayStation Star Player Award
Official PlayStation Magazine



Featuring Peter Dinklage -
"The Voice of Golf"

- Live interactive commentary
- Spectacular scenery using 3D technology
- Two challenging courses to fully test your golfing skills
- True playing environment enabling total freedom of movement
- Fully customised players and club selection
- Multi-player options
- Multi-view shot tracking and replay
- Save game options to track your improvement



WORLD SERIES BASEBALL 2

Second strike or home run?

PUBLISHER	GAME STYLE	ISSUANCE YEAR
SEGA	Baseball	Very new
PLATFORM	Follow up to top-selling US title	
SEGA SATURN	The most realistic sim with some new trimmings	



Any one who got our first demo disc way back when will have played a bit of baseball Saturn style. The first game was a very slick, highly addictive affair - it had a limited release over here, but it was huge in the States and deservedly so. In fact, it was so successful that Sega of America immediately commissioned a sequel. And here are some pictures of it.

The thing with Baseball is, of course, that just about every console reproduction of it is right on idea, but to all of the others. You get the same 3D view points, the same control method. All that seems to distinguish it is the different options. This new version follows the same formula, but the options are superb and although the gameplay is very familiar, the trimmings are most impressive.

“This new version follows the same formula, but the options are superb and the trimmings are most impressive.”

You get a nice choice of stadia to run about on, you get some excellent 3D textured visuals. You even get some excellent changes of weather to savour, along with night and day play. Marvellous stuff! In addition, the sound is superb too. The inevitable commentary makes its presence felt, only this time you get an announcer to (who frequently interrupt the commentary - two people speaking at once is a first for the Saturn).

The game is right on complete and could even be in the shops by the time you read this. We'll have a full review in the next fine edition of Sega Saturn Magazine. If you do see it before the review we'll say that it is quite possibly the best baseball simulation ever made - in fact, its only limitations lie in the sport itself and how it can be represented on console.



The view switches to the appropriate part of the pitch.



Another good thing about this baseball game is the different ground conditions. The ground looks like being a hit on the rough side really.



All the ball behind the line and this is the kind of action that is bound to grab you. The dynamic camera angles employed in the game are very good.



A variety of different stadia are available to choose from.



It's that traditional baseball simulation view as you step up to bat. Once you hit the ball, the camera comes out to show the entire pitch.



All the ball behind the line and this is the kind of action that is bound to grab you. The dynamic camera angles employed in the game are very good.



Once three "outs" have been called, the players swap from batting to playing and otherwise. As the picture shows most of them.



YOU... LOOK JUST LIKE ME!

From the very dawn of time, videogame representations of baseball have seemed extremely similar. Indeed, the same viewpoints, the same control method, the same everything. So in what way is this offering new? Well, the 3D-ness of it all is most impressive, as is the player animations. Also, the control method is significantly more advanced and easier to get the hang of. You also benefit from some "break" occurrences such as the ball striking the batter on the head, knocking him unconscious.



TAITO CHASE H.Q.

PLUS S.C.I. SPECIAL CRIMINAL INVESTIGATION

Traffic cops take it to the bad guys!

PUBLISHER	GAME STYLE	RELEASE DATE
Taito	Racing and Strategy	1997
Available	The Arcade Game	
MSRP: \$49.95	Estimated Street Price	\$49.95

Most people's image of traffic cops tends to revolve around a bloke sporting a pair of white gloves, waving his hands about like some kind of cheery and rave casualty but there's far more to it than that, as Chase H.Q. and its illustrious sequel S.C.I. (Special Criminal Investigation) will testify. Much of the time, the upstanding folks in this public service have the responsibility of chasing down the dirty criminals with the help of some very fast and sexy cars.

Both Chase H.Q. and S.C.I. are included in this bumper double pack, joining the lists of Sega Ages and Irem Arcade Classics as a CD with more than one game on it. The Sega Ages contingent can probably realize why as well—yep, what we're looking at here is another retro style assault on the Saturn this time from Taito.

Both Chase H.Q. and S.C.I. are included in this bumper double pack, joining the likes of Sega Ages and Irem Arcade Classics as a CD with more than one game on it.

Originally, both these games were popular at the arcade, creating a bit of a cult following in their time, and both of them share characteristics with Sega's much adored Outrun. The difference is of course that rather than racing for the hell of it, there's a suspect whose tail you're on. Once you catch up with them, bagging tracks and cars out of the way as you go, it's the simple task of ramming their prize, tossing as off the road and throwing the cuffs on.

In the sequel S.C.I. things get a bit more elaborate with more enemies and the chance to make use of a gun rather than simply a spot of car bagging. Essentially though, both titles follow the same idea with lots of windy courses through the city and the country and plenty of other cars to nonchalantly bag off the road.

At the moment, Chase H.Q. is only available on import, and subsequently pretty expensive. However the chances are it's going to get an official release but whatever happens, we'll be reviewing it next month.



That's right, sucker! You thought you were the smart guy, huh? Well you're gonna get smart with fifty years in the slammer, 'n' think it over!



ALWAYS ORDER CHASERS

In both Chase H.Q. and S.C.I. there are five missions in all, each of them involving a new and more cunning driver. To make things a bit more thrilling, each mission involves a timer which clocks down as you pursue your target. Fortunately you also have access to a booster which gives your car a sudden burst of acceleration and then recharges, so you can whip past those sluggish civilian drivers.



As a traffic cop you get to drive a flash car.





32 BIT YOU SAY?

Yes, we know what you're thinking — this looks like a far cry from a 32-bit game, which in terms of the Saturn means it has to go under the official title of '16-bit'. But who from where exactly? If you're a long time arcade fan you could answer this one because both Chase HQ and its sequel SCI appeared on coin-op. Those of you who at one time in your unfortunate lives owned a Master System could also point out that SCI turned up here as well. You'll also be familiar with how bad it was of course.



AND THE DIFFERENCE IS...

Coming as a bumper double pick with both Chase HQ and SCI tucked into its shiny disc surface, you probably be wanting to know what's different about each game. The sequel's main improvement is that now you go bombing about the streets with a buddy who pops up from your top-down convertible (either that or he replaces his skull getting through the roof) to shoot at the escaping crooks. This involves a cross-hair which flashes red when you're on target. The sequel also has more in the way of action, with henchmen on motorbikes doing their damndest to obstruct your pursuit.



THIS BITCH WANTS YOUR BODY



Grid Runner

Flag collectors of the world unite!

PUBLISHER ◯	GAME STYLE ◯	RELEASE DATE ◯
Virgin	Party/Action	Autumn/Winter
DESIGN ◯	An eclectic assortment of weird games & cartoons.	
IT'S A HOT LINE	Party games throughout the world.	



When man first ascended into the heavens, crafted in the beak shape of Yuri Gagarin, he had little idea of what to expect. Would he see God staring back behind a blanket of stars? Might the universe dissolve, the planets colliding like serpents through the nervous system, milky ways weaving through every strand of DNA? Would he be greeted by alien life?

As it turned out it was none of these, but that shouldn't stop us from letting our imaginations roam excitedly into space. Virgin's Grid Runner sees it like this: when Earthlings have reached the state of devel-

“ As they move victoriously on to further games their opponents get faster and more cunning, as do the grids on which the battle takes place. ”

opment where going into space is like a trip to the local newsagents, they pass the time with fellow space travellers playing a dangerous game involving grids, guns, a range of power ups and some childhood nostalgia.

The player starts off by facing a really easy opponent like Kook, a slow and cumbersome android. But essentially Grid Runner is a mixture of tag and run outs: proving that alien types the universe over spent their formative years in the playground. Players run around the grids looking for flags. The first player to any flag changes it to their colour and is in control with the opportunity to chase after more flags. It's then up to their opponent to tag them before they get to them. If they manage this the opportunity to collect flags passes on to the other player and their opponent now has to try and tag after them. It might sound complicated but it's quite literally child's play—with guns and magic of course. The victor of a match is the player who collects the required number of flags.

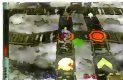
A game like this can go on for hours if you've got two well matched competitors, entailing some really quick thinking if you're going to exploit the characteristics of each grid. You'll also need a pretty good sense of direction to remember where particular flags are and the easiest routes to them.

Grid Runner is shaping up into a pretty fast and exciting game. Obviously we haven't given it the full Saturn flag work out yet which involves lots of strenuous hours staring heady eyed at the screen, but by next month we'll have this one tucked away in our review bag.

(Above) This shot is taken from the very sinister and psychotic later sequences. One is propelled through it...

THE GRID

A game wouldn't be called Grid Runner unless it had a few grids. In it now would it. These grids have some pretty strange elements to them: first to begin with there are arrows which, when a grid runner moves over them, send them speeding in the direction they are pointing. Competitors can also use their magic to create block bridges which give them access to more flags.



(Above) When the arrows are stopped on, they explode sending the player blasting off in the direction they're pointing. It's important you remember where these are, as they set the traps if you are attempting to go in the opposite direction.



THREE COLOURS

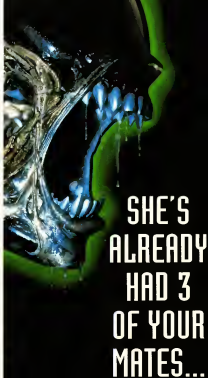
You'll notice on the screen shots that there are red, green and blue spheres dotting about the place. You'll want to pick up as many of these as possible, because they improve your magic, speed and agility respectively. There are also four glass looms which each provide you with five seconds of a bonus round where more magic, speed and agility power ups are on offer. Maintaining a decent handle of these pick ups is essential to match the opponents you'll face on the later levels.



(Above) Our grid-reading pair are a real couple, doing all their space activities together.
(Right) Here we see one of the grids in effect. If you want to bridge gaps, some quick use of peer magical skills will enable you to lay a blue square which you can then walk across.
(Below) All accounts in the house round!



11/12 This is the display showing just how much speed, magic and agility you're required. It should go up consistently if you want to stand a chance against the more highly motivated grid runners who dominate higher levels. Bonus rounds give you the chance to let us see your power-ups.



ALIEN
TRILOGY

SEPT '96



Downloaded from <http://ajph.org/> on November 10, 2015

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letter

Heh, I'm R&D and my armgits are deadly weapons!



Meaning readers. And here, and boy am I thirsty. Thirsty for BLOOD. Yes, that's right, since last month's issue I've been possessed by a demon zombie, and have joined the ranks of the undead. It's not a bad life, really. Well, unlike. There's a bit of stalking the streets after the witching hour, the odd smidgen of moaning and eye-rolling in graveyards - but other than that it's business as usual. So that means I still want to hear from you if you've got something to say about the Saturn or our magazine. Write to **DEATH COMES RIPPING MAILBAG, SEGA SATURN MAGAZINE, FERRY COURT, 55-57 BARRINGTON LANE, LONDON, EC8R 3AU**. We might give you a prize, like an eyeball or some ectoplasm or something.

DON'T TRY THIS HOME

HELLO SAM,

Congrats on a top mag, and all that. A few tips for us Brits who own the best console on the market. To get a slightly better game of *Wo first* play a game on claw mode then switch back, not a great difference I know, but it's there. Next instead of complaining about FM TV borders do something about it. This is easily done simply remove the back of your telly, you will see a circuit board (separate from the main workings) (usually vertical) opposite aerial input. There are some small screws that adjust the width and height of the visible screen - alternatively get a blinke in it takes about two minutes and shouldn't cost more than a fiver but I'm not sure as I did it myself. Do not attempt this if you value your life, electricity hurts children's fingers and makes your willy shrink. TVs have capacitors in them to store power so are extremely dangerous even when unplugged. There, after that disclaimer I'm all. Please feel free to amend this letter as I'm insane and don't want any trouble.

Lord Lem Dely, Crosshills, Herts.

Why waste your money on sleeping pills when Liam here has found a sure fire way of killing yourself for now? Be warned, use small cheers - the known body is famous for its lack of resistance to many forms of nature. Electricity is one of these. Get a blinke in to fiddle with your screw if you must, but remember you'll lose about 50% of your normal TV picture in HD your Saturn screen.

THEY'LL TAKE YOU FOR EVERY PENNY

HELLO SAM,

Price! ... Everybody keeps moaning about prices. Ultra 64 games from £60, Saturn and PlayStation games from £50, even Toy Story on the SNES costs a fortune, yes!

NO, if you have money to burn buying from high street retailers then more fool you, the Dobbies and Boutiques of the world will take you for every penny you have and you deserve it.

Surely my town is not the only one with a market and stores that sell second hand and new titles at greatly reduced prices. I recently bought *Harzer Dragon* for £30 new and *Baku Baku* for £10 new also. The second-hand titles are even better, even cheaper and I have never had one problem with them, or know of anyone who has.

Also, if you get fed up with it, for a couple of quid you can swap it for another one at the same price, that's a bargain in my book. The message is simple: if you don't like what they charge then don't shop there. If enough people give these shops the cold shoulder maybe they will even drop their prices.

Cheers,

V Jackson, Elmstead, Gloucester

PS Round our end you can pick up a SNES with Mario Kart and two pads for £25, I reckon that's the cheapest in the country. Prove me wrong and I'll buy you a pint.



This is *Panzer Dragoon Zwei*, because most have assumed it is their letter for it to be here, but I'm not sure who, Well done, anyway, wherever you are.

Reader! Would you like a pint? Well if you can prove that you can buy a new SNES etc for less than £50 we'll give your address on to Mr Jackson, and he'll come over and buy you one. By the way, if you're trying to save money, don't buy your games off that dodgy kiosk in the pub. He's no good.

COME ON SEGA, TURN US ON

DEAR SAM,

In answer to your question in issue 16, yes I do think that Sega should advertise VEs on the telly, alongside Rally, Panzer Zwei and other top notch Saturn games. I have two mates who are contemplating buying a super console and they keep mentioning the bloomin' PlayStation. The thing is Sony's ads have knocked

people, even though I know and Sega know what ace Saturn games are out on Saturn, and the best is yet to come! I can't understand why Sega haven't done more telly ads. Surely for a small investment (for Sega anyway) they know they could really turn things around. Imagine a really top notch telly ad showing the Saturn's power and quality of Sega only games. And of course mentioning Saturn will get most of the PS games also, it would really blow people's minds. Come on Sega - go for it! I can say it's B&B in France then? It's at though UK games aren't as important as, say, Japanese where Saturn is top dog, but we all know our machines and want it to succeed. Come on Sega, turn us on, and a few other blighes with £200 to blow.

Cheers,

Rob Moorhouse, Brijet, Derbyshire

Thing is, Bob, that TV advertising is an expensive business, and before splashing out the necessary a company has to be sure the campaign will at least make them their money back. It's a pretty-type thing, y'know. Mind you, that's why Atari never advertised, and look what happened to them. Hurry, Sega! Hurry!

STILL HASN'T SEEN A GIRL


TO ALL THE LOVELY PEOPLE OF SAM,

Oh listen to me, 'cause I have just come up with another exclusive idea following the Console Babe of the Year competition (which you rudely titled 'I Have Never Seen a Girl' in issue 16).

Dural is not just there for the sake of being in a game. She wants to be a 'Dress Up Dural' competition. Personally, I think she would suit a Scottish kilt and a blue T-shirt with a picture of Winnie the Pooh. But you could get the whole of Britain (Ireland as well) to draw and send in 'My Kind of Clothes' I Think Dural Would Fit. What do you think? I think it's the second best idea in the world, following the Babe of the Year competition. See you old chums of SAM.

EC Penguin, N Ireland




 Actually that's not a bad idea. Come on readers, we're offering a free copy of *SSM* to whoever comes up with the best idea for dressing Dural. We want pictures, and—our imaginations aren't what they used to be thanks to all this playing of games. By the way, BC, you might be interested in the most unfortunate misadventure...

I TOO HAVE NEVER SEEN A GIRL

DEAR SSM,

I must agree with EC Penguin from N Ireland in issue 10. I agree with his great idea of having a Console Babe of the Year. The only thing I don't agree with is Sarah of Virtua Fighter. I know she is nice but not as nice as Chun-Li of Street Fighter Alpha. Think of her as the mega babe of the game to be. Consider the gamblers to be thrown down. Whoever shall tangle Chun-Li come forward.

Huge Chun-Li fan. No address.

 No no no, you and man. They're not real, none of them. Except that last from out of Trash Raiders. She's lovely.

WE DID THIS THREE TIMES IN ONE WEEK

DEAR SSM,

I have thought long and hard about this, and have come to the conclusion to drop you a line or two. Firstly, I too have had several different computer games machines and also believe in moving with the times.


I had the SNES and 30 games—quite a number! At last I think so. And I decided to upgrade to the next computer I liked. Everybody was saying "PlayStation" but I decided to go my own way and get the Saturn, with no regrets, except—

I had it for under a week when it decided to bugger up. Or so the shop where I bought it and two other shops thought the same. The answer was "We will exchange the Saturn no prob." We did this three times in one week (a lot of mucking about). Finally I took the Saturn game which played up into the shop where I got the Saturn. No problem with the game, was the answer. Until we realised that my Saturn is R4, and the one in the shop is imported, with an m-built answer. The game had a fault in it and so the shop here knew about it except Sega Saturn in Brisbane. A lot of unnecessary running around.

I ended up ringing Sega. In Sydney and sorted it out with a nice lady named Michelle Bell. Despite all of this stuff around I am still a proud owner of a Sega Saturn.

Thank you for taking the time to read my letter, and maybe you could print it as a thank you to Sega in Sydney. Especially a big thank you to Michelle Bell who took the time and effort to settle this unfortunate hassle. I also hope that Mynt will have the fault fixed and ready to sell a copy which works. Am Thinking you kindly.

Murris Linbach, Brisbane, Queensland, Australia
PS It is through any way that we can have this great bug in the same month. It actually gets out! The latest issue I have is issue 6.

 So, you bought an import game and it didn't work on your official system, is that what you're saying? And you took your Saturn back five times because of that? And the shops actually went along with that? Himey, what a saga. It's almost like one of those soap operas your culture is so expert at producing. Still, being self-hatred (and headed) we're printing your letter as you can cut it out and send it to Michelle Bell with a love poem. If she's that nice I think you should marry her.

I WANT PERFECT OLD GAMES

DEAR SSM,

After reading last month's arcade winners pages I took me back to my youth sprinting down to the local




Sal readers! Please don't bother us any more with your "smoke letters" rubbish.

arcade and spending a week's pocket money in less than an hour. Back in the mid-80s computers (compared to today's machines) were pretty basic. I owned a C64, and conversions of these arcade classics weren't very good. This is where the Saturn comes in. This machine has far more capabilities and conversions onto the Saturn are mindboggling in comparison. Just look at VIX and Sega Rally.

You at SSM are our mouthpiece and we need you to pressurise Sega into getting these games released. I understand Outrun and Afterburner are being released in Japan, so why are we being left out?

People who don't remember these games probably think who cares if we have these games or not, but without the likes of Outrun we wouldn't have Sega Rally. I also think that Outrun is probably the only game that can seriously challenge the likes of Sega Rally, Daytona and Wipeout!

Mark Andrews, Stroudbridge, W.Male

 Calm yourself, Masly—we're not being left out. Outrun and Afterburner are scheduled for release in Europe this year. Plus Sega seem set on updating loads of their favourite old games. I'd love to see new versions of stuff like *SSMAE* and *Allen Syndrome* and all the other games I used to like back when readers were boys of glass-refilling my mum would never let me go in.

WE'LL LOOK WHO'S BACK


DEAR SEGA MAG,

We'll look who's back. Well for the first time in years I got right to the point. Many years ago, when games were basically linear left-to-right platformers, I wandered in to Games to see why a crowd had gathered around the screens. What I saw was the most amazing game I'd ever seen up to then. The speed was unbelievable, the graphics too good to believe the music was unique and created some of the best atmosphere ever, yet to be equalled in my opinion. Yes, it was Sonic. And when I played it, I was completely unprepared for such freedom of movement and feeling of involvement. Basically it was totally original and the squeals didn't even manage to recreate the atmosphere that the original Sonic gave.

Now, in '96, it seemed as though such a huge leap forward in originality and sheer innovative thinking would never happen again, as every ally had been thoroughly explored. Well that's the Sonic Team to blow away the boundaries against it. It looks like we're in for something that is as far advanced over current games as the first Sonic game was over the ESNES's and Atari's Beasts of yesterday. I'm talking about NIGHTS, and I'm looking forward to the biggest step forward that we've seen in years. Total freedom of flight over the entire game! It's something I've wondered about for years, well before the *Magadive* was even thought of, and something that has never been used to full effect before. For most people, no game has delivered as much impact as the first time they played Sonic. Those who remember burning through their first loop at full speed will know what I mean. I think NIGHTS may actually bring back that unique atmosphere, and if it does then no-one will be able to compare. It's the stuff dreams are made of!

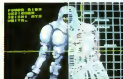
Seymour, Kodomo!

Paul Johnson, City Presidential Police, Skagness.

 Yes, well... you'll have plenty of time to keep thinking about that concept, Paul, because it isn't exactly in NIGHTS. Still, you've got to have a dream, eh?



Paul Johnson has written to us yet again. He's a bit funny in the head, that one. I reckon he's been listening to and getting all muddled about everything. Well done Paul.



I need to love NIGHTS as the *Magadive*. The third level was set in a water bit, and it was really messy. Full of slime monsters, y'know. But, they don't make 'em like that one.

Q&A

This page looks all-new and spanky. And the content has actually changed just a tad this month as well. Normally Sega's very own Mark Maslowicz does the question answering around here, but as of this month our new editor Rich adds his own words of wisdom on questions that particularly apply to him. So what does that mean? Better, more authoritative answers, that's what. Now be off with you and get reading. Send all queries to **GOO-LIKE GENIUS Q+A, Sega Saturn Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

I'VE BEEN PRIZZLED FOR SOME TIME

Dear TOM,

Please do your best to answer my questions as a few things have been puzzling me for some time. Cheers
1. Are Team Streets of Rage working on a Saturn project at the moment?

2. Is Yujo Koshino becoming involved with Saturn development as the Saturn's Yamaha sound chip is so brilliant. Imagine what amazing sounds he could produce!
3. Do you have any idea what Treasure are working on next for the Saturn?

4. Are Capcom going to use a ROM Cart (as SNK did for KOF '95) to assist the Saturn for Marvel Super Heroes or is the technique SNK only?

5. CVG seem pretty sceptical about the Saturn's ability to cope with the complex polygon structures in Quake. What do you reckon?

6. Finally, what fame site is Virtua Cop's currently running at as Saturn?

Steven Erazic, Plymouth, Devon

1. and a. Ancient (for the name) did the new Saturn. The game and the machine did the magic. 2. All they will say is that it is an action game. 3. Capcom have said that such a system is in the works, but we're not sure. 4. You would need some programming to do it, but Saturn shows it can be done. By the way, the polygon structure in Quake are very simple. It's all the lighting that slows everything down. 5. It's so funny a second, but for more detailed than Cap's.



It would seem that the best for home-style games like Virtua Cop 2, so Saturn is ideal with you lot.

MORE LINK-UP STUFF

Dear TOM,

Please just reply that as I have written thousands of letters and none have been printed.

1. In your Arcade Winners section you missed out Jurassic Park, Virtua Fighter II, Alpine Racer, Alpine Surfer, Baku Baku Animal, Virtua Fighter Exotic, X-Men, Virtua Striker, Superstar World, Conquiere, Ryko, Sega Sports Fishing, Star Wars and Wing War. Do I get a prize?

2. Do you (not Yu Suzuki) reckon that the Saturn could handle VT3 (is graphics nearly as well as the arcade)?

3. Why do you have no all Ballhog games at go N1

4. Since everyone is complaining about the split screen mode on Rally, why not have a link up mode?

5. Will Alpine Racer come out for the Saturn?

6. If NIGHTS is the Game of the Year why did Sega Rally and VTA get higher ratings?

7. How do you work out the scores in Out Now? For example, Johnny Bazzillions got 55% and 1 out of 5 in Out Now. If SP, the Mover got 49% and three stars. If Why has your letters page turned red?

8. Does NIGHTS compare to Mario 64? You've said mag CVG doesn't think so. Does VTA compare to Tekken 2? I fear other reader mag Maximum doesn't think so. Please be honest and would you think the same if perfect translations of Tekken 2 and Mario 64 appeared on Saturn? 9. Do you think the Saturn will survive Nintendo 64? Has the PlayStation or Saturn or Nintendo 64 sold the most?

David Lander, Somersham, Norfolk

1. Yes we missed out loads but no prize for you sir. 2. Not having the tendency to include names and Capcom titles in your list. 3. Obviously it will be the arcade perfect, but it will be much closer than most people believe possible. 4. Because they are good, although I wouldn't give it 100%. 5. (You're kidding). 6. Indeed, why not? A new version of Rally will soon be released in Japan that allows for modern play. 7. No. 8. Why indeed? All of them should have got 49%. 9. We'll sort that out shortly. 10. We can read of white paper, but we've found some more new so it's white again. 11. It's all down to subjective opinions, but for the record, CVG's opinion is divided on Mario 64. NIGHTS is seen as Maximum's opinion on VTA versus Tekken. Please send those magazines more carefully in future. I was the editor of Maximum and personally I think that VTA is far, far superior. Who invented the 3D fighting game anyway? 12. So Saturn will do far more than just survive as our software line-up for this Christmas should prove. N64 will have a tough time in Europe, but most industry analysts expect N64 to have Sony more than Sega. Currently Saturn and PlayStation are about even on a worldwide basis.

POORING QUESTIONS

Dear TOM,

I've had a couple of things printed in your mag. Please print the answers to the following questions not because I like seeing my name in the mag but because I like thousands of other Saturn owners, need to know.

1. When will we see the first pics of Daytona Beach? 2. I've heard that you can only access Juggernaut and Megabyte is the Japanese version of X-Men and not the UK version! How do you get the cheat to work on the UK version?

3. When is the link-up cable coming out?

4. Will Mega-IT Superbike support the cable?

5. When is Doom coming out? And will it support the link-up cable?

6. And finally I was in one of your back issues that you

only print Saturn shots in your mag, so how come (HORROR) on page 83 of issue 11 your Olympic Soccer review there is clearly a PlayStation pad in one of the shots?

Al Withers, Exeter

1. See this issue, young man. 2. Capcom are being a bit cheeky. Not only is UK X-Men alive and well, but they took out the contact sheet Capcom N64 say it was a mistake that Juggernaut (aka Megabyte) appeared in the Japanese version and presumably they notified that "mistake". Best? Hopefully before Christmas. 4. Hopefully 5. October time and by all accounts H-DOS have link-up. South Beach article. 6. The version of the game that US Gold sent us to review was actually the Saturn version. It was a fault of the programmers. Just don't ask about 3D Lemmings...

Q'N AFRAND

To TOM,

After reading the issue of CVG, I got very worried indeed. There was all the usual reviews/preview about the Saturn but all the editors and staff was about the N64. I feel that we have already lost the console war here due to lack of advertising. When the Nintendo 64 appears the word Saturn will mean nothing but the trash planet from the sun. That top quality games such as VTA and Virtua Cop 2 will be released, but they won't be appreciated because everyone will be buying the Pac-Man 64 or Tekken 64. Yours sincerely J. M. Alford

Mat England

PS: When is Doom coming out?

Oh yes of little faith! N64 will not be met here until later and even when it eventually does appear it will have many problems in Europe for numerous reasons (which I won't get into here). Sega will be advertising heavily in the last quarter of this year when sales are at their best so is our software. Saturn will get the best software - both arcade and original titles. It's the opposition that are beginning to worry and not PS. That's more Doom this month.



Virtua Cop 2. It's heavily modified and should be a near perfect conversion.

ULTIMATE VIPER

The waiting is almost over. Within weeks the UK version of **Fighting Vipers** should be on the shelves and take it from us: the game is **bloody brilliant!** This Showcase is the first of two which reveals the full depth of each character with their **full biography and moves list.** This gives you a big idea of just how excellent this new **AM2 brawler** really is...

In this month's edition of SEGA SATURN MAGAZINE, we've decided to deal with four of the eight Fighting Vipers. Detailed on these pages is everything you need to know about Bahn, Grace, Candy and Jase. Next month we'll conclude the activities with full coverage of Kasei, Picky, Sansum and Fokle.

Understanding the moves list is pretty straightforward. If the arrow is outline only (not filled in), it means you just tap that direction. If it's completely black, you hold the direction down for a moment. In the method section, there are some conditions for that particular move. WALL means you need to be near the wall, BACK means you need to be behind your foe. Oddly enough, AIR requires you to be in the air as you perform the move and DASH means you need to be running (tap the direction twice to initiate a dash). By that token, CROUCH and TOP OF WALL should be pretty obvious...

Now, enough of this foolishness - let the action begin!



1 P+K throw sends the other Bahn flying...



Bahn doesn't have that many moves compared to others, but they're certainly powerful enough, with lots of potential for flooding combinations (see above).



2 Bouncing off the floor

Age 17 • Sex Male • Height 180 cm • Weight 80 kg
Specialty Big Strike • Stage Old Arm Street City

A mysterious dark, brooding character, Bahn's appearance and appearance is overbearing, looking much the true abilities of this deadly fighter. Bahn is an adaptable fighter who acknowledges that many different fighting arts have been put into the making, not to form his own distinctive style. (For example, he's learned Kasei's kicking body check). Bahn arrives in Arm Street City from overseas, meeting his father who deserted him and his mother at an early age. Having his unhappy childhood in his mind, Bahn is intent on tracking the character down and dealing him a hard blow. However, tracking him down may be quite difficult since Bahn has never seen his father... Just the Jase, Bahn is a fighter who relies on his super body strength and punishing punches for the majority of his moves and is considered by many to be the best candidate for winning the Fighting Vipers competition.



3 Bahn's body check is super-powerful...



4 Flopping off his foe is spectacular style

MOVES



Billy has his own version of the Power Punch, which can be tilted straight into a spin.



Initiating a Power Counter on your foe...

...Rolling Bar Fling sends the foe...

Rolling Bar Fling sends the foe...

...And gains extra damage while the foe is down.

Jingi Cakizashu	○ ○ ○ P	L
Super Straight	○ ○ ○ P	R
Body Check	○ ○ ○ P + R	M
Elbow & Body Check	○ ○ ○ P ○ ○ P + R	MM



Facing off against Jann, another simple to learn but highly powerful Viper.

Wall Throw	P + R	Throw
Throw Down	○ ○ P + R	Throw
Head Butt	○ ○ ○ P + R	Throw
Atomic Hug	Throw ○ P + R	Throw

Guard & Throw	○ ○ P	B
Guard & Represent	○ ○ ○ ○ P	M Flail
Guard & Rising Upper	○ ○ ○ ○ P P	M Flail

Stopping on	○ ○ P	Down
Recover Ball Kick	○ R	Down
Punching Down	○ PP	Down

Grapple	○ ○ P	M Flail
Swing Elbow	○ ○ P	M
Iron Elbow	○ ○ P	M
Spinning Elbow	○ ○ P	M
Combo Elbow	○ ○ P ○ ○ P	MM
Rising Represent	○ ○ ○ P	M Flail
Rising Upper Combo	○ ○ ○ P ○ ○ ○ P	MM Flail
Tekken Kick	○ R	M Down
Hi-Kick	○ ○ R	R
Round Kick	P + R + R	R
Rolling Kick	○ ○ ○ ○ P + R + R	M Take off Armor



Roll over a downed foe.



Rolling kick power!

Pushing Straight	○ ○ ○ P	M
Shoulder Tackle	○ ○ ○ P + R	M
Back & Body Check	○ ○ ○ P + R	M
Pushing Elbow	○ ○ ○ R	M
Sliding Kick	○ ○ ○ ○ P or R	L



Raulo and Grace fighting again!



Grace's special move!

Raulo's special move is a silly Power Gouster spout across the face.



A Power Gouster spouts the special Raulo, making the stage in around the.



Grace is another character heavily reliant on striking. Blasting hits into her special moves.



Grace stands proud as another combo-based character (this) sets controls in spectacular style.



CHARACTER SUMMARY



Age 17 • Sex Female • Height 158cm • Weight 48 kg
Specialty Leg Combo • Stage The Big Factory

One of the latest fighters in the game, Grace specializes in leg-based attacks - her weak figure giving her great range in that particular department. Unfortunately, after suffering a great betrayal at the hands of her coach/best friend, Grace gave up on her ambitions. Like Peily, she found that the skills she had learned were blind when it came to learning martial arts. Although seemingly cool, level-headed and intelligent, Grace draws on great anger as the basis for her fighting spirit. Although most definitely influenced by Sarah Bryant in relying on legwork and combinations, Grace has a great deal of new tricks up her sleeves, including some new kick combos and more damaging throws. However, she sticks to the Sarah tradition of being fast on her feet and extremely difficult for even experienced fighters to overcome.



As said in the main box text above...



... Grace relies on the power of her legs...



... In this particularly simple combination...



... Shows quite clearly.



Like some others, Grace has a combination...



... Which begins with a couple of punches...



... Into a Power Gouster, which is quite...



... Effective over a floor. As you can see.



... But the one always able to be effective depends on where you start...

... But, there's a lot of things you can attack your opponent from...

... And finish off the enemy by grabbing your opponent by the scruff of the neck...

... And finishing them off the best is quite a brutal thing to do...

Technique / Command	Key	Effect
Volcan	○/P	HP
Volcan	○/PP	HP
Volcan	○/PPP	HP
Volcan Blast	PP/PP	HP
Push & Kick	P	HP
Push Ground Spin	P+G	HP
Push Double Kick	PP+K	HP
Low Push & Kick	○/P+K	HP
Hi Kick Straight	K	HP
SP & Hi-Kick	SP+K	HP
SP & Double Kick	SP+PP	HP
SP & Break Spin	SP+G	HP
Double Kick	KK	HP
Volcan Leg	KK	HP
Ground Spin	○/G	HP
Ground Spin Grabber	○/GG	HP
Ground Spin Kick	○/G	HP
Front Roll Kick	○/R	HP
Jumping Front Roll	○/G	HP
Vertical Kick	○/K	HP
Slide Kick	○/○+K	HP
Slide Kick	K+G	HP
Slide Kick Left	K+GG	HP
Slide Kick Double	K+GG	HP
Ground Spin	○/G+G	HP
Ground Spin Grabber	○/G+GG	HP
SP Kick	○/K+G	HP
Slide Kick	○/K+GG	HP
Slide Kick	P+G	HP
Slide Kick	○/G+G+P+G	HP



Technique / Command	Key	Effect
Tip Step	○/G	HP

Technique / Command	Key	Effect
Block Buster	○/B	HP
Guard & Tip Step	○/B	HP
Ground Kick Buster	PP+K	HP
Kick Combo Kick Buster	PP+K	HP

Technique / Command	Key	Effect
Straight Punch	○/P	HP
Shoulder Bumper	○/P+G	HP
Strong Kick	○/K	HP
Strong Kick	○/K+G	HP
Strong Kick	○/K+G+P	HP

Technique / Command	Key	Effect
Wall Throw	P+G	HP
Test	○/P+G	HP
Ground Spin Kick	○/G+G	HP
Frankensteiner	○/P+G+K	HP
Back Drop	○/P+G+K	HP

Technique / Command	Key	Effect
Wall Throw	P+G	HP
Test	○/P+G	HP
Ground Spin Kick	○/G+G	HP
Frankensteiner	○/P+G+K	HP
Back Drop	○/P+G+K	HP

Technique / Command	Key	Effect
Wall Throw	P+G	HP
Test	○/P+G	HP
Ground Spin Kick	○/G+G	HP
Frankensteiner	○/P+G+K	HP
Back Drop	○/P+G+K	HP



... And, there's a lot of things you can attack your opponent from...

... And, there's a lot of things you can attack your opponent from...



A Fighting combination gives added power when used over a time.

SHOWCASE



Good should be pretty happy to be on the end of that...



Although I don't wish to be a private fighter...



Candy's rolling leg shapes in full attack...



A pretty simple character really, Candy has some rather nice moves.



Fighting Vipers' headshots all of the technical know-how from Virtua Fighter 2 and, however, no R. Look at the way that Picky's head is hit Candy on the starts a lower move.



Like Virtua, Candy is primarily a character based around FIVE style combinations...



The combo being used against Picky is a case in point...



...As Candy enters a flurry of punches, sending Picky flying towards the wall...



...Finishing off the combo with a heavy shove into the wall.



Again the Cross, Candy has a fair range...



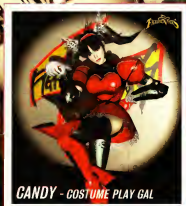
... Or big combinations of kicks...



This one is taken at multiple levels...



... Making it difficult to block effectively.



CANDY - COSTUME PLAY GAL



Age 16 • Sex Female • Height 180cm • Weight 50kg
Specialty Cat Paws • Stage Bayview

Is this girl suffering from psychotic schizophrenia? As a normal girl living in New Stone City, Candy has simple ambitions of being a fashion designer. However, after creating a radical rubber costume Candy's personality changes upon wearing it, turning her into a deadly, unpredictable fighter. Candy also has a mermaid's training in speech, and this is reflected in her simplistic moveset. She relies on simple, fluid combinations that require no skill, unless you say Saurus or Rake. Candy is most definitely the haggard character in Fighting Vipers. Although there is some long-term challenge in mastering floating attacks, there's little skill in mastering all of her moves. The key to winning with Candy lies in mastering her low kicks and air-throwing techniques.

"Combine all the best shooters
ever played in one game!" EGM

BLOW 'EM TO SQUID SPIT



IN THE HUNT



SEGA
SATURN

KOKOPOLI

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TECHNIQUE (1-2 BUTTONS)	MOTION	EFFECT
Get 1-2 Punch	PP	M
Punch & Kick	PK	M
Get Squash	PPP	M
Combo Upper Kick	PPP<K	M/M Float
Combo Low Kick	PPP<L	M/M
Grutch-Jab & Kick	<PK	L
Get Uppercut	<P	M Float
Heavy Single	<P	M
Heavy Double	<PP	M
Heavy Triple	<PPP	M/M Float
Missile Get Upper	<<<P	M Float
Ice Kick	<Grutch/K	M
Ice Kick & Scorpion	<Grutch/K	M Down
Ice Kick & Somersault	<Grutch/K<L	M Down
Ice Kick & Real Bore	<Grutch/K<R	M
Grutch Kick	<K	L
Leg Bait	<K	L/L Down
Grutch/Kick & Punch	<K<P	L/L Down
Shaky Kick	<K	M
Shaky Kick & High	<K	M Down
Triple Low Kick	<<<K	L/L Down
Scorpion Kick	<K	M
Somersault Kick	<K	M Down
Jack Knife Kick	K<L	M Float
Reverse Kick	<<K<L	M Down
Heavy Punch	P<L<R	M
Heavy Punch & Punch	P<L<R<P<L<R	M
Heavy Kick	<<<P<L<R	M/Loss Armour
Wall Climbing	(Wall, Air)<<<P	(Bore)

TECHNIQUE (COMBOS/WEAPONS)	MOTION	EFFECT
Get Whip	<<<P	M
Get Sting	<<<P	L
Get Tail Whip	(Top of Wall)<<<P	L



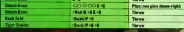
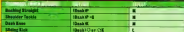
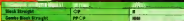
TECHNIQUE (3-4 BUTTONS MOVES)	MOTION	EFFECT
Block Breaker	<K	R
Guard & Get Stop	<P	R

TECHNIQUE (5-6 BUTTONS)	MOTION	EFFECT
Rolling Shoulder	Grutch/P	M
Shoulder Double	Grutch/P<L	M
Dash Punch	Grutch/K	M
Sliding Kick	Grutch/L<R<K	L

TECHNIQUE (7-8 BUTTONS)	MOTION	EFFECT
Wall Throw	P<L	Throw
Punch Press	<<<P<L	Throw
Get Fly	<<<P<L	Throw
Jumping	<P	Break Defense
Leg Through	<<P<L<R	Break Defense
Heavy Aerial	M/R<P<L<R	Air Grab
Back Grip	Grutch/P<L	Throw
Knee Drop	Grutch/P<L<R	Break Defense

TECHNIQUE (9-10 BUTTONS)	MOTION	EFFECT
Shypping in	<P	Down
Reverse Ball Kick	<K	Down
Get Fly	<<<PPP	Down

Doublet Bash	PP	100
Low Spins Combo	PP ○ E	2000
Low Spins & Upward	PP ○ E ○ P	1000.00
Low Spins & Doublet Bash	PP ○ E ○ P	1000.00
Basic Kick Combo	PP ○ E	1000
Triple Bash	PPP	1000
Power & Kick	PE	100
Power Kick & Upward	PEP	1000
Ground Kick & Kick	○ PE	11
Upward	○ P	10 Feet
Body Blow	○ P	
Body Blow & Power	○ PP	100
Doublet Bash M1 Bash	○ ○ ○ (P ○ ○ P)	
Basic Kick	○ Ground/E	10
Strong Kick	○ Ground/O	10 Feet
Low Spins	○ E - 100	10
Low Spins (Low)	○ E - 100	10
Jump Kick	○ ○ ○ ○ P - 100	1000
Weak Kick	(Weak Kick) ○ ○ P	(Weak)



[View Article Online](#) DOI: 10.1039/C3PY00011A

Age 18 • Sex Female • Height 156cm • Weight 44kg
Specialty Punch Combo • State The Observation Deck

The first character you face in the Fighting Years tournament before the main-line is not an athletic, muscular young woman you'd imagine all with her sheer determination and force of will. During her Wild Island days, she trained hard with the intent of joining the Marine Corps. However, due to a brain injury she was not able to make the grade and instead was forced to make do with... taking a job as a lonely house construction worker. She decided to test her strength and her fighting abilities by becoming one of the Fighting Years. Quickly defeating all opponents, Jane realized that her best skills weren't proved her punching capabilities. Fast, fluid and devastating, Jane pushed herself on her super-powerful Tornado fist - a devastating opening punch for "dodging" combination attacks.



HAVE YOU GOT THE METAL ...



TO ENTER
ROBOPIT
WHERE STEEL MEETS STEEL

SEGA
SATURN

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Joe's distinctive power stride



Surprising for a punch-based character, Joe is actually capable with a series of throws for all occasions. Use all three buttons from behind to get the moves shown above.



Poor' old Saku gets it right to get courtesy of the powerful brocade fist attack!



This P+Q graphic can be followed up immediately with a P for an extra hit.



... She looks it flying! Look how far young Pika is sent by the clever defensive barrel



And why not. Finish up with a lovely punch while that weaked best is on the ground!



... Follow up with O+K for a final blow!



One of Joe's best throws, that.

Rocket from the Crypt



*It's amazing that a title like **Tomb Raider** conjures up images of adventure in far-flung tropics, gamely battling against evil dabblers in the supernatural in a **Tales of the Gold Monkey** style. How different things could have seemed had it been called, say, **Grave Robber**.*

An archaeologists have all the fun. They definitely come top of the list for glamorous professions. Forget the supposedly action-packed worlds of the police, doctors, fire fighters, pilots and spies, any kid with half an imagination wants to grow up to be an archaeologist. It's a known fact—and it must be true because I've seen it on the telly—that people who dig up old things get themselves into no end of scrapes, some at Indian times. Once he's finished poring about at college lecturing students he'd be off to the Middle East for a quick fight with some Nazis before romping home with one or more legendary Biblical artifacts swinging the coys from his hat. Sam Neil (not, strictly speaking, an archaeologist) got to run around on an island pursued by giant real dinosaurs. Then there were Helen (is that strange "educational drama" series we had to watch at school found themselves at the heart of a mystery after uncovering some strange dragon statuette thing in Wilkie's. The Publicity Board of Archaeologists Anonymous should be congratulated on a job well done.

I used to want to be an archaeologist back at primary school, safe in the knowledge that my future was mapped out as a series of curses, bruis and cursed bowls in ancient temples. I could be rich beyond imagining, although I would of course donate all my findings to the British Museum free of charge because I'll be so heroic. It was with this in mind that I visited the school careers officer, only to be informed that as an archaeologist I would spend most of my day crouching about on my knees digging holes in wet fields with a soft brush. I wouldn't even be able to lift a spade in case I damaged some important "artifact", such as an old Coke bottle or some secretly buried nuclear waste. The closest I would ever get to adventure would be avoiding knocking in dog crap whilst on my latest doomed bid to uncover a Viking village in the Dales.

So hooey far Tomb Raider. Whilst its glorious depiction of archaeologists as all-gung-ho and sexy and adventures dials at my heart as it resurrects my thwarted childhood ambitions, it does at least allow me to play out my youthful fantasies without anyone getting hurt.

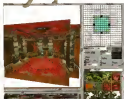


That wall needs shooting, or it'll go for your throat. Try not to kill the Mole, though, or you'll ruin the plot.

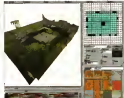


Lara leaves footprints like little pigs. Not really.





This editing interface was used to produce all the backgrounds in Tomb Raider. Don't ask us how it works, though, Deus.



- (1) These walls have angled blossoms
- (2) Lara aims her gun reflexively at the rioter.
- (3) Both barrels blaze at the riot leader in view.
- (4) The last wall attacked!

THAT'S THE AIM OF THE GAME

Just about all of Lara's shooters come in pairs. Now in most games this sort of device is merely to make your character look hard, but in Tomb Raider it serves a real purpose. As you may have noticed, many humans have two arms which move independently of one another. Special joints (known as "shoulders") allow them to swivel in various directions and even cross over one another. Lara's arms do just this, meaning she can aim at two targets at once. Does the game in the presence of an enemy and Lara automatically trains them on her foe. If there's more than a single threat in the area in front of our heroine they'll find themselves on the opposing end of a barrel, too.

Both guns are fired with the same button press. That's the adaptability of human beings for you.



This diagram shows how Lara's arms control around to aim her guns. The hot spot is the dead-on aim where both shooters are trained at the same target. Lara can't aim behind herself.



IT'S GOT JUMPING IN IT!

As anyone who watched the gymnastics while the Olympics were on would no doubt have noticed, some people are quite good at jumping. Games characters are often highly athletic in this area, and Tomb Raider provides the player with ample opportunity to leap about like Timmy Mallet in the Temple of Doom. Lara (like Tomb Raider one, not the cricketer one) is able to spring all over the shop. The old downwards-and-upwards class is the most often used, but there are also backwards-and-forwards and sideways things on offer. These last two are most useful in combat situations to escape the gaping jaws of your animal antagonists.



Surprisingly enough, Lara has to find a way to cross that bridge, Great.

If the bubbles and floaty pass aren't done enough, this is Lara swimming.

IT'S GOOD TO STALK

Walking. We all do it. Apart from little babies. And other people who can't. So, walking - some of us do it occasionally when we can be bothered to get up from in front of the TV. You know, it's that thing with the legs. If you're not sure what we mean, Tomb Raider is an excellent place to educate yourself. Pressing the jumpy class Lara to run in the direction held. A quick press backwards results in a skip back - useful when you're surprised by a roaring beast. Pressing the L button slows Lara's usual rapid pace to a slower gait for more careful positioning on platforms. The X and Y buttons are used to shuffle over treasure, hunting pal one pace left or right.



Some more screenshots from Tomb Raider! Ahead!



They're hungry for the wall - and that's because they are wolves. Gods bless. Except that's a dog, I think.



IN YOUR HEAD THEY ARE FIGHTING

Tomb Raider is thriving with wild animals out to eat you, so you'll need to defend yourself. Here's a rundown of the personal defense appliances the game offers you.



PISTOLS These are the tools you start your travels with. They're small and not that powerful, but at least they have the advantage of firing relatively quickly.

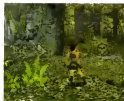


MAGNIMS The next step up from the pistols are the Magnims. Not big chunky ice lollies like you'd expect, these square-looking automatic pistols fire weightier shells which cause more damage than ordinary pistols.

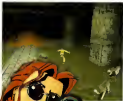


UGS A brace of mini machine guns comprise probably Lara's most versatile shooting cans. They fire at a million riles an hour, and are particularly useful against small flopping things such as bats.

SHOTGUN Strongly enough, only one of these enormously heavy rifles gets used at a time. It's slow to fire, too - but very powerful. Use it against bears and other redesigned species you meet on your travels.



If this shot looks a bit high-on, that's because it is. Looks very edgy, eh? Well the real game looks like this too.



(1) Omb - a locked door. However will I get through?
(2) Hay! What a neat laser!
(3) Whodda laser! I've opened the door! Too bad!



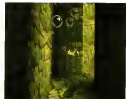
A vista, similar to the one in which our own Baby Jesus was born. Maybe it's the same one. You are an archeologist, after all.



A cave, similar to the one in which primitive man left his scrofuly cave paintings. Along with numerous bones and equipment.



(ARROW) A bear attack in graphic detail. Don't try this in real life or you'll get totally eaten by a grizzly.



Magnim pistols are very useful for killing things quickly, or killing lots of things at a time. In the game. Not life.



In fact, we mustn't otherwise behave like a game character at all, unless you like overruns. And you're not.



What English branch of architecture is this? It looks like some kind of early Roman bath house structure, actually. With creepers.

ONE-WAY TRIP TO SWIMSVILLE

Ahh, the ice level. Old favourite stage of platform games that times change. Readers, and games must change with them. It seems the old ice/runway/chase level has given way to the modern pleasures of the swimming sub-section. Tomb Raider is no exception, and regularly asks the player to make like the fishes. The underwater bits are easy enough to play - pressing the jump button swims and the joypad steering controls are inverted. What makes it tricky is Lara's limited supply of air, indicated by a blue bar on-screen. Once this runs down you'll start losing energy, until you eventually drown by the neck until you are dead.





That red cross thing is a red-hill, which leads you.



Pick it up and it appears in your inventory.



Just press a button whenever you want to use it.



Exhaust! It kills your life bar. Like to fight another day!



(LARA!) Another high-res shot we got direct from the programmers. And this one's got water in it as well.
(JACKET!) A static-type development illustration. Artists draw these things, known as "pictures", which then get typed into big workbooks called "compubooks".



LOOK IN

Camera angles and all new viewpoints are pretty much a constant in 3D games nowadays. Instead of going for the normal external camera point-of-view, however, Tomb Raider limits the available angles to those on offer to the genuine human head. Pressing Y allows the player to look around the room, moving around the area with the joystick, with the restrictions of Lara's neck taken into consideration. This comes in very handy for checking out how far a drop you're facing or where you're going to jump to next.



Look down at your own feet!



Or up at the ceiling above you!



Or around at the ceiling!



Or even down big things!



Yes, yes, as fast as you can, you can't catch me! I'm the archeologist on wheels! And I'm a lot colder in this case without many clothes!



And quite frankly I'm going to skin my latest something rather on those rockstars. Why couldn't Core have given me some treasure?

EVIL LUCKY PEOPLE ALERT

Recently Core Design took a commitment of lucky journeys out to the lovely country of Egypt and its burgeoning civil war. The sprawling days on the Tomb Raider tour spent four days cruising down the Nile checking out the Pyramids, the Sphinx, numerous five-star hotels and the bottoms of many bottles of ale. If you're wondering why such an amazing gift to the team is being relayed in such a curly tone, it's because I didn't get invited. And a good job because they all get poisoned by the water. Ha.

Anyway, here are some pics of the journey gets who did get to go enjoying themselves while I eat my heart out.



Paint the whole World with a

RAINBOW!

Nostalgic coin-ops seem to be the order of the day and the Saturn has benefited from what must be the best retro pack ever! Forget the Namco Museums - the Taito Bubble Bobble double pack features gameplay mechanics even more advanced than many of today's 32-bit "next generation" releases. Hence this showcase feature, penned by Richard Leadbetter esquire.



Building up a chain of three rainbows increases your destructive capability as ad. There's actually a power-up to give you 128 rainbows in fire - not. It's very hard indeed.



This feature concentrates mostly on the Rainbow Islands part of its double pack. Why? Because it happens to be one of the best games ever, that's why (Bubble Bobble is okay but it is showing its age). Describing just how *aca* Rainbow Islands is could take up quite a lot of space (hence the review later on in the magazine) - just take our word for it, the graphics might not be up to much, but the playability is *awesome*, as we shall see in this lovely feature. But to begin with, here's the real scenario from Rainbow, as revealed in a original design document from Taito HQ.

EVIL AND MISERABLE, WHO WERE TURNED INTO "BUBBLE MONSTERS" BY A WIZARD, WENT INTO THE CARE OF A WIFE AND THEIR TWENTY-ONE NITTY AND BETTY AFTER A LONG BATTLE AND FINALLY GIVING "FORCE DOWN", THEY COULD NOT BELIEVE THEIR EYES WHEN THEY SAW THEIR MOM AND DAD.

"DAD! AND MOM!..."

FOUR YEARS WERE COMING OUT OF MOM AND DAD'S EYES. BOB AND BOB WERE SO HAPPY AFTER SAYING THEM, NOT ONLY BETTY AND NITTY, BUT ALSO THEIR MOM AND DAD. ALL OF A SUDDEN THEY WERE BACK TO NORMAL AGAIN.

"GOD, THANK YOU!..."

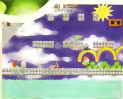
BOB FIRST WERE NOT COMPLETELY SATISFIED UNTIL THEY FOUND THE REAL ENEMY STILL HIDING AND WAITING FOR BOB AND BOB. THEY SAW THAT BOBBER OR LATER THEY HAD TO FIND HIM. MANY YEARS HAVE PASSED. BOBBER AND BOBBER GROW UP TO BE FINE BOYS WITH POWER OF "MAGIC RAINBOWS" GIVEN BY MOM AND DAD. MOMMY THEY WENT BACK TO THEIR BIRTHPLACE TO SEARCH FOR TREASURE, THEY BECAME INVOLVED IN A MYSTERY.

THEY WENT TO LOOK FOR THE REAL ENEMY, "THE PRINCE OF DARKNESS". HE HAS A LARGE FOLLOWING WHO ARE IN BOBBER AND BOBBER'S WAY. THE FINAL DAY TO FIND THE PRINCE OF DARKNESS. WHY DON'T YOU PLAY THE GAME TO FIND OUT? THE SECRETS ARE WAITING TO BE DISCOVERED. THESE ARE MANY PUZZLES YOU CAN CHALLENGE! WHO WILL BE THE REAL WINNER?

So what does this all boil down to then eh? Basically the means that you have to scale the vertically scrolling platform environment, using your rainbows to kill enemies, bridge platforms and collect items. It's that simple really but utterly brilliant to boot. The game would be worth it with Rainbow Islands alone, but with Bubble Bobble included in the package too, it's brilliant!



They're dragons in Bubble Bobble, not Bob and Bob morph into bats with a sad fashion sense in the sequel.



The water level causes some problems if you hang about.



Stack up these rainbows and bring 'em crashing down.



Later levels have less platforms to use.



By jumping on that top rainbow, Deb can begin a cascade reaction which brings down all of the others.



This is Key Island, which demonstrates quite well how much more colourful the graphics get as you progress into the game.



Crash rainbows on the bars for multiple hits...



And reap the fruit/jewelry reward seeds.

THE NEW-LOOK RAINBOW ISLANDS

Anyone who has played *Rainbow Islands* before might have noticed that there are two very different looking versions of the game on these pages. To satisfy the arcade purists, *Archie* have remastered *Gradius* to include a perfect rendition of the original coin-up (which they converted to great effect on the old 8 and 16-bit machines). This has very simplistic graphics and doesn't really do the Saturn's capabilities justice, hence the inclusion of an all-new "remixed" edition that includes some lovely pixel art scrolling plus completely redrawn sprites and backgrounds which use more of the Saturn's colours.



The link is more colorful for the dark third island.



Greenish scale rainbows too.



I CAN SLING A RAINBOW

From the looks of the screenshots, *Rainbow Islands* could well seem to be a very simple platform game. You'd be wrong. The key to the game's brilliance is in the use of the rainbows, which is revealed in depth right here.

PLATFORMS



But one walk up rainbows and use them as platforms once they've been slung. Essential for the later sparsely platformed levels.

OBJECT COLLECTION



As soon as any object comes in contact with a rainbow either being created or destroyed, that object is collected.

SPRITE DESTRUCTION #1



This is the cheap way of destroying an enemy sprite. Just sling a rainbow at it. A bonus is unleashed, but it's not very valuable in terms of score.



SPRITE DESTRUCTION #2



This is the key to rainbow mastery. Sling a rainbow and jump on it. This collapses the rainbow, killing any enemies underneath it. Objects are collected in this fashion too.



SPRITE DESTRUCTION #3



When you jump on a rainbow it collapses it, it creates a damage field slightly above the rainbow, killing all enemies and collecting all objects there too.



Each level has a movement pattern for you to learn. This guy (the second boss) is quite easy to defeat.



Once he's out of the way, there's a bit of a prequel scene before the game continues to the next level.



And last but not least, the boss. Destroy a moving rainbow and collect all the objects at once.



SHOWCASE

The Rainbow Islands is essentially split up into four different realms per island, before you reach that level's particular boss. We've put together a map of the last round of the first island, showing you the main features of the game.



Things get tough here.



Central island picture here.



The further you get into the game, the tougher the bosses. This is the monster being with at the end of Toy Island.

SECRET DOOR

Gather the special gems to enter from left to right to reveal the presence of this secret door on the boss stage. You can avoid all boss controversies by going through the door as and when you please.



SECRET ROOM

Reached by jumping through the secret door, you get an extra treasure gem (in addition to the one you get after killing the boss) plus a permanent power-up (in this case, super-rising speed) which lasts even if you die or use a continue. Open up every secret room to gain access to two additional sets of four levels by the way, scrambling that rule at the top of the room could be advantageous.

FRUIT, FLOWERS, BOOZE "M" VEG

The Rainbow Islands are a grassy-green-sky-blue's dream come true with a vast variety of different collectibles to pick up. They don't really serve much of a purpose other than to boost your points. Typically, stuff just lying about isn't valuable, but items collected after defeating enemy spirits yield more score.

WATER

If you dally for too long on the stage, you're perished up the land by this rising tide of water which is lethal if it rises above Bob's head. Each of the Rainbow Islands is aimed to succumb to this ever-advancing and only by completing the game can you save the tribe.

Level 1: Last Round



BOSS

Every fourth round you come up against one of these villains. The enemy bar at the top shows how many hits with your rain bows you need to kill off the chap in question. The spider is very easy indeed to defeat.

BOB

That's you, that is, and there's one of your rainbows.

ENEMY SPIRITS

The further you get into the game, the more of these attack. In this (the first) island, you shouldn't really have too many problems.

RED TRAINING SHOE

One of these speedy power-ups, the red training shoe boosts Bob's speed.

RESTART POINTS

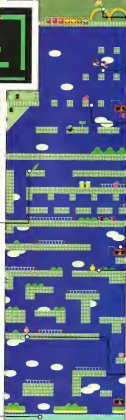
These numbered blinks last quite fast, but once you've passed them you return to these points when and if you kick the bucket.

YELLOW POTION

This is just as important as the red potion. Collect this to speed up the rainbow firing process. If you've got two or three rainbows and you don't have this power-up, your progress is slowed up considerably.

RED POTION

Boosts the power of Bob's rainbow firing, fire start out by giving off one rainbow, but you can use this power-up twice to gain brilliant triple rainbow spraying capabilities.





GEMS ARE THE KEY!

When you destroy enemies by using *Spells*, Destruction method #1 or #2, two out every three enemies change into gems (the third remains becomes a power-up). You can get plenty of awesome power-ups by finding the secret rooms and the gems are the key to successfully achieving this. How? Well, collecting the jewels in order from left to right is how you do it... which is a lot more difficult than it sounds. All is revealed in a future tips section.



In Mario-style, the more enemies you kill consecutively, the greater the points gained.



Spells rain bombs from above from level two onwards.



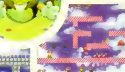
Single rainbows are essential for key items...



...As you can see in this platform-free zone!



Large score bonuses crop up on the later levels.



Some deceptively tough enemies here.



Picture arrangements like this make getting all of the gems in order a pretty difficult task indeed...



...Although some stationary enemies can make the job easier on the later levels, kidding...



Bob's amazing death scene is shown right here.

AND BUBBLE BOBBLE TOO!

Rainbow Islands (in its two different incarnations) is worth the price of admission alone, but this particular package includes a convenience of the game that started off the entire "Bubble" phenomenon - Bubble Bobble.

Compared to Rainbow Islands, it is a little unsophisticated, with very, very simple graphics (and no rounded version) and single-screen platform action. Still, with its single yet addictive gameplay and simultaneous two-player mode (something that Rainbow lacks), it's an excellent addition and makes the pack even more valuable.



YOU'D BE **HARD PUSHED** TO FIND A GAME MORE WELL-KNOWN THAN DOOM. THE **FIRST-PERSON PERSPECTIVE**, THE VAST AMOUNTS OF **BLOOD AND GORE**, THE WEAPONS AND THE DEPTH OF **GAMEPLAY** ALL WENT TO MAKE IT THE **PC CLASSIC OF ALL TIME**. AND NOW, AT LAST, IT'S MADE IT TO THE SATURN.



CHEER UP! IT'S...
...DOOMSDAY!

Doom has acquired a devoted following through the years, something which is hardly surprising when you consider the fact that this piece of software from id was ground-breaking when it was first released on PC three years ago. It started off the whole case of the first-person perspective action game, and sequels were bound to follow, along with other games that used the gameplay principles like Heron (see the news story this issue), Duke Nukem 3D and now Quake.

It's something of a surprise then that it takes so long for Doom to make it to the Saturn, especially considering it's been on the PlayStation for quite some time now. But made it it has at long last, and just to keep the punters happy after the significant delays in its arrival, it features both Doom II and Ultimate Doom, as well as the whole Doom experience wrapped into one neat adventure.

If you don't know much about Doom then you're probably been hiding out in a cave for the last five years watching a spider trying to build a web. You won't know for example that Doom involves the player wandering about various levels with a variety of weapons at their disposal, shooting demonic mutants and trying to gain access to new areas with the help of colour coded keys and a bit of luck now and then. Obviously there are plenty of pick-ups knocking about as well, which come in the shape of health, ammo, armour, sight glasses and the old radiation suit.



Look at the guy explode, dry!th.



Spot the "secret" wall behind the console.

IT'S ALL THERE!

The smart thing about Doom on the Saturn is the chance to play the game in a variety of its incarnations. So this game is far more than the original Doom - it's got just about everything from all versions of the game (bar the latest PC release, Final Doom). This means that Saturn owners don't miss out on things like the much-loved double-barrel shotgun from Doom II.



Ultimate right at the end. In the middle you'll find



DOOM/ULTIMATE DOOM

Doom was the game that started it all - a well designed 3D fighting game in need to move (at the time). Ultimate Doom is basically Doom with more levels. These took the form of a forth set of levels which were designed to test the skills of Doom masters to their limits. A selection of levels from this game is in the Saturn version. The Doom levels are at the beginning, with the

DOOM 2

Still widely regarded as the best incarnation of Doom on the PC (and that includes Final Doom). This took the Doom engine and introduced some brilliant new terrain maps making the game look better to end. The game also included some new monsters (all details of which you'll find in the next issue) but only added a single weapon - the double barreled shotgun. Still, Doom fans

soon found that this was a real craftsman's tool of a weapon. After all, quality is better than quantity eh? Doom 2 was a lot, lot tougher than the first Doom (which everyone had eased by the time the sequel came out) and aerries comfortably between Doom and Ultimate in the Saturn game.

AND MORE!

On the PlayStation version, Williams added a range of new levels which have never appeared in any PC version of Doom. These are the mythical hidden levels of the super-console versions of Doom and include some brilliant stages such as the Mansion and the excellent Club Doom.

YOUR ARSENAL

If you're about to set off on a highly destructive suicide mission, you're going to need weapons. Lots of them. Preferably high calibre, or maybe using rockets. Doom gave you such an arsenal. Fists, chainsaws, pistols, shotguns plus submachine guns. Full details on all ordnance, plus destructive power on the minions of hell will be found in the next issue of SAM.



Here's a nice, pretty neat montage of Doom action - direct from the Saturn version. Blanking shows the opposition in order to get some armour on hand (top-left). The zombie fight amongst themselves (top-right). Also shows one (bottom-left) and a secret area (bottom-right) of the level (bottom-right). Demons crumple under too loads of shotgun fire (center).



Bosses are in a most satisfying manner.



Beating the big-boss is inevitable in this campaign strategy - the zombie soldiers aren't too big a deal.



Brick-Demons are no problem in a tight area.



Bricks behind cover then come out brief.

WHAT YOU'RE UP AGAINST...

The legions of hell have been warped to serve of Earth and Man in the zombie-bellied Doom. As a hardened warrior, you're not quite used to this kind of opponent, but not assured two weeks of lead between the eyes from your

1. ZOMBIE SOLDIERS The common fodder of Doom. The soldiers can all be taken out with one shotgun blast, and come in two varieties. The pistol-packing zombies can't aim and have poor damage-dealing capabilities. The sergeants are more push-over. They're a bit tougher, and their shotguns zip into you at close-range.



2. CHAINGUN GUYS A Doom 2 mascot that creeps up all through the Special Edition Saturn version of the game. The chaingun guys go down with one shotgun blast, but have a tendency to take in advanced players, opening level all over the place. Once they have you in their sights, they're difficult to shake.



3. IMPS Humanoid horned hellspawn. Imps like nothing better than gnawing on the remains of human corpses. Since you're the only human around in Doom, you're in trouble early. They bite at close range and let off fireballs from a distance. Imps also have a tendency to attack in groups. Watch out for the nightmare variety later on in the game.



4. DEMONS Large, pink, ferocious teeth. Very hungry. Watch out for these qualities in these rampaging beasts. They can't hurt you at range, but once they're close, they'll have your face for dinner. Blast 'em with shotguns or take them down in a one-on-one tooth versus chainsaw situation. Intriguing...

5. NIGHTMARE DEMONS Large, pink, ferocious teeth. Very hungry. Oh yeah, and semi-invisible. Aside from their eye-deceiving powers, Nightmare Demons are much the same as the common or garden variety. Don't expect them to cause many problems in the early levels, but when it comes to the later, darker stages, you could have lots of difficulties.



6. PAIN ELEMENTALS A horrific other-dimensional being. First introduced in Doom, a Pain Elemental can't be hurt, and is intent on causing the maximum amount of hideous pain before killing you. Howdy. They also open out level Souls at regular intervals and even when they die, they try to take you with them.



MULTI-PLAYER: THE FULL STORY

It would be said that PlayStation has led in advancing our future in its late-up gaming capabilities. Well, all of that is about to end. The Saturn line-up will be less out in Japan for example and actually come bundled with Quake (a rocky relief fighting game) - the first game to use it. Companies haven't exactly been quick to make use of this hardware, but it's worth being as their conversion. Better multi-player action, as both Doom and the forthcoming Doom future stepping to victory. So how does this affect the game? Good on...

COOPERATIVE

Playing Doom in Cooperative Mode is basically the same as the one-player game, with no conscious differences. Your mate, linked-up to your Saturn, is battling the events on his or her side. But my people take up the cooperative challenge, but in actual fact it's a whole lot of fun. The campaign resolves new levels with twice the amount of lead, plasma and rocket flying around the place and it's possible to "arrange" some of the more powerful weapons by attacking from two sides. It's also a nice diversion from the main bit, which is to be honest, is where the real fun is...



DEATHMATCH

When id software created Doom, they created it with DeathMatch in mind. In fact, the multi-player game was coded up first, followed by the single player experience. So what's so cool about DeathMatch eh?

Well, for a start it's about hunting and being hunted. Your quarry is human, meaning that you can't just out-guns the game logic or anything like that. Your opponent could well be every bit as cunning as you. Every game is different and success is entirely down to skill, not money.

The objective is simple: the levels are riddled of all monsters, and extra health, pick-ups and weapons are distributed evenly. Pick up the weapons and blast the hell out of your opponent. But if you have infinite lives and every time you get a kill, a "frag" is added to your score. You can see the best way time you win, after which your kills are tallied up. The winner is (obviously) the guy with the most frags. It's that simple really.





MEAN MACHINES SEGA

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A invisible parking a wonder might not seem like much of a threat, it's a fully-armed, invisible enemy, but it is, be it that, in your eyes and mind it.

The enemy sounds of Blam! Machinehead are very noisy indeed. They are just the real thing, but they're about a hundred times bigger than they are!

RAGE

AGAINST

THE

MACHINEHEAD

Obviously developed by heavy metal fans, Blam! Machinehead is the latest project to storm out of Core's Derby HQ. As usual, needlework is not on the menu. Rad takes a look at their latest blastfest...



That's in the Machinehead Core, this, but to be honest with Machinehead BT Core, which is the game. This is the Machinehead Core himself, who is the mutated DNA neurotechnology. He's your main target. You should point the other way and shoot him.

Back in the 1980s it was a piece of cake to come up with a good science fiction game. All you had to do was bring in a mad scientist with a secret formula and you were away. He him up against a dashing alien hero with a clean jaw and a beautiful screaming female (preferably his own assistant) and all the essential elements of the tale were in place. You knew where you were back then. Especially if you added a paranoid anti-communist storyline.

These days though, things have moved on. Tradition has given way to cliché, and today's passive consumers demand ever more complex plots to sustain their interest. As *Blame!* Machinehead aptly demonstrates, these days you have to have to have two mad scientists. Sheesh.

Blame! is what our movie-maker chums (if we had any) would call "high-concept." What's happened, right, is that scientists have invented nanotechnology, which is, like, really small machines and that. These machines are grown in tanks (because they're sort of organic and self-replicating, right) and make our lives better. Lord knows why I mean, how are you supposed to fit a whole load of clothing into a washing machine smaller than the head of a pin, eh? Anyway, there's this bloke called Callum Voldreer (it's the future, by the way, so if that cyber-sense

weren't have tipped you off) who programs the Instru-tions for the toy machines, which is apparently a very menial and crap scientist's job. Although it sounds pretty complicated to me. Anyway, he tries to improve his life by implanting loads of microscopic machine things into his body to make himself superhuman, but his plan backfires. The little robot creatures replicate his DNA and then run around the world spreading and spreading and eating everything that isn't him until they've practically destroyed society within 48 hours. Luckily for the scientists of the Earth, they're holed up in a bunker under the ground safe from this biomechanoid plague.

Two of them, Dr. Kimberley Stride and her assistant Orville, have stopped celebrating their survival and laid off the NASA subsidised champagne for long enough to come up with a plan for retaliation. They've built a big moving cruise missile with a nuclear war-head, and they've appointed Callum (now known as the Machinehead for obvious reasons) as a human brain to guide the thing to its objective—the Machinehead head. Next thing you know Orville has decided to bring, dressed her up in some perky gear for no apparent reason and strapped her to the missile. Guess which of these three characters the lucky player is saddled with controlling. Well, here's a clue—it's not either of the mad scientists.



Wah! It's an in level wonder if there's a member mine cart inside?



How up can the some kind of Cautious player. Except the police won't get you.

FLY! FLY YOU FOOLS!

Your floating bomb carrier doesn't move like a normal car, or even 'plane. As a result the controls are a bit on the complex side at first. The D-pad steers your craft anti- and clockwise and, to a certain extent, up and down. This makes it easier to aim all over the shop without flying around and performing complex turns. The A and X buttons accelerate forwards and backwards, so you can manoeuvre around the tertiary level segments without falling into chasms the whole time. And, as if this wasn't enough, B and C slide you from side to side, to shove your opponents without being an easy target for their missiles. It takes some getting into, but once you have got the hang of things, *Blame!* moves most intuitively.



An evil scientist likes the dust! A laser for big deal!



These big helicopters are quite heavy. All them.

THAT STRIDE'S GOT NO BLOKES ON!

Piloting a craze machine to destroy a God-like machine doctor unwittingly responsible for the almost total annihilation of mankind isn't as easy as it sounds, you know. There's more to it than just steering the tip at the mechanical bloke and ending him. See, Calian knows you're coming, and he's set up a whole range of fiendish devices to stop you. Roads have been destroyed, routes sabotaged, and reality drastically altered just to stop you (more on this later). Worst of all though is his army of grotesque biomechanical doods. These have taken on the grotesque form of something in his subconscious (it says here), so the threats range from shambling zombies to giant robot spiders. Kooky they're all very scary.



Mechanoid is absolutely riddled with grotesque enemies. Things start fairly gently with giant spiders and zombies, then progress to hardcore nightmare material. There are giant tentacles, truly disgusting, scary big dinosaurs, fire-breathing dragons, and some of the wildest possible madfuns pictured here. These are the hardest type of boss to obliterate. They will destroy you.

MINE CARTOGRAPH SECTION!

I knew about three people who have a strange obsession with maps. They collect them, and put them up on walls and things. And the credits to *Kart Racers* show an aerial map of London. This leads me to believe that maps are an important cultural phenomenon, so I applied *Blam!* Machinehead for its inclusion of a map. But this is not an ordinary map. Along with the usual displays of where things are you'll find with maps, this electronic map updates itself to show where your mission objectives are. It even flashes the next hot spot to head for. And, just to be clever, it also shows enemy bullets. This last function is very useful, as play doesn't halt when you call up the map screen, so you're vulnerable to attack whilst your vision is obscured by cartography.



This is a map of one level.



This is a map of another level.



In *Blam!* Machinehead the Scientist hired I'm a genius who you work under and think you're the boss. You'll see you in the future, perhaps. (Blam!)

(RIGHT) The terrain in *Blam!* selection and rents your floating car all around. Some levels have fatal falls down cliffs or lava swamps. Be very careful with your driving.



LET FREEDOM RING WITH AN IO-STORM

The main aim of *Machinehead* is to kill things. Don't feel bad about it—they're all mutated machines anyway so they don't really count. Plus, they've eaten all your friends, so they deserve it. Anyway, it'd be a shame to waste all the neat weapons *Blam!* offers the player. The basic armament is your chain gun, which are fine for mowing the weaker enemies. The bigger and more powerful ones may require one of your special weapons, listed below.

- 1. **FLAME THROWER** Long range but not too powerful jet of flame.
- 2. **MISSILE** Straight-forward high explosive device. The most commonly found secondary weapon and very useful.
- 3. **ROCKET MISSILE** Not many of these around (and you can only carry so at a time), but they're awn. They lock onto an opponent, beep, fire, chase them and blow them up.
- 4. **PROTON CANNON** Like an energy firing chain gun. Highly powerful and well worth searching out.

- 5. **LOB** A proton grenade by any other name, this is a one-shot device which can cause lots of damage over a fairly extensive area.

- 6. **DISRUPTOR** Like the Lob, but even more powerful. I like this one.

- 7. **IO-STORM** A whacking great smart bomb of an electrical storm. This one looks brilliant but it's easy to waste when there aren't many enemies around.





ORVILLE — WHO IS YOUR VERY BEST FRIEND?

Blind levels in its 3D-style plot, and it would be a shame if the loving attention lavished upon the storyline were confined to a rendered intro and the inevitable end sequence. But *Machinhead* has no such shame, because it updates the pun every few levels with another rendered sequence, with Orville rambling his mad nonsense at you. This means you're kept abreast of the latest developments in your mission, and entertained at the same time. Unless you accidentally press a button and skip the sequence.



Mean, yes, obviously the red cliff and well prevalent to *Blind* is a clue as to the nature of life on Mars. Fascinating, too.



TICK TICK TICK

As you might expect from a large bomb, the nuclear missile upon which you're perched is highly explosive. It's also primed to blow on impact, so you can imagine how fragile its little nose is. Thus it's wise to avoid getting shot at. Physical damage weakens the casing of your device. Should you sustain more than 80% exterior damage the atomic clock which regulates detonation is triggered. The countdown lasts thirty seconds, and if you don't find any extra energy in that time limit it's boom-time. Plus there's still the danger of being shot to bits before you get the chance to explode with dignity. Should you chance upon a life-up ion in your frenzied travels, however, the clock is paused — although the timer isn't reset totally until the next level.

LIKE, TOTALLY UNREAL, DUUUUDE

That *Machinhead* Core block is quite powerful. So powerful that, despite being a dunderhead, he can mould reality to his will. The very earth of Earth obeys his commands, keeping items essential to your success out of your reach. Luckily there are numerous Unreality Stations around the level. Fill one of these with the requisite Unreality Key and you'll alter reality to enable for something! Anyway, you'll be able to complete the next mission objective, by lowering the land and stuff. There are also Reality Keys, but they're like normal keys. They just open doors.



This is Professor What-a-Mer-Face, the anyone cares. She's got big buckers.

OUTRUN with the Devil

We do like our retro games here at SSM. It's the spirit of the age you know, the zeitgeist – looking forwards by looking back. Or something like that. We might just be old codgers. I remember when games were rationed, you know.



Woosh! Your red Testarossa comes a cropper in this lovely autumnal scene.



Of course these days it's all been seen a thousand times before. Mode 3 on the Super NES brought rampant scaling into the home and polygons have taken the crown for impressiveness. However, there still hasn't been a home machine powerful enough to handle a perfect conversion of the Super Scaler games, until now. If you thought the 8-bit Master System port-over of Outrun was impressive (which it wasn't), cop a load of these ARCADE PERFECT Saturn shots.



That's not really the way to treat a contained version of a £160,000 Ferrari is it, eh?

Once upon a time there were no such things as polygons. Well there were, but they were confined to the maths classroom and kept well away from the corrupting influence of video games. Technology didn't really have the power to harness 3D calculations at a speed that would allow you to fill a fast-moving game screen with them and keep everything animated. So back then smooth 3D effects were all handled by sprite scaling, the process of shrinking and enlarging graphics to make them look as if they were receding or approaching.

The king daddy chip set of the scaling scene was known as Super Scaler, and it was developed and used solely by Sega. Like Mode 3, the Super Scaler was responsible for a whole wave of awesome coin-ops which stumped players across the globe (except in Latvia. Apparently they couldn't have given two figs about it then, where it was known as Salpe Scaling). Anyway, Latvia aside, everyone else flipped, and with good reason. Nothing like this had been seen before.



Better was one of the first coin-ops to feature traffic that moved at different speeds. That adds to the challenge.

THE CABINET MINISTER... ALL OF IT

The one element of the Outrun "experience" you won't get at home is the thrill of the old cabinet. There were two styles. The one everyone liked was the sit-in plastic format cabinet which moved around,



following the on-screen vehicle. The second was a stand-up thing with a steering wheel instead of a joystick. It was nigh-on impossible to play, however, because the coinless toe pedal was mounted on a wobbly clapping floor board. So unless you were very good at balancing on one foot on a steep gradient whilst exercising perfect control of the other ankle you were definitely onto a loser.



Taking the far left route brings you into desert terrain. Things are very hard here.



In this game, the player has opted for the classic way right-left-right route through.



Keeping you up to speed is your rival. Should you get overtaken by him, take out for his "Take a hike, pal!" taunt.



NUDGE NUDGE WINK WINK

One of the reasons I seem to remember me and my friends playing OutRun when it came out was because your pretend driver had a pretend chick in the car with him. This was the ultimate game accessory as far as we were concerned, and not until the new (and tragic) Highway 550 has this been replicated. Of course, as is the norm with this kind of vague cheese, she didn't really do much. Except have a fit at you if you crashed the car. Womser, eh? Anyway, at least it isn't as sad as some of the letters we've been having recently about non-existent lasses from games. Some of you lot are treated, you know.

YO, WICKED DOPE BEATS MY MAIN MAN

OutRun was the first game to allow the player to choose their own favourite soundtrack. This function has obviously been retained for the Saturn conversion, with all those tunes on offer converted pitch perfectly for the home. They're kind of lighties surf-pop electro cuts designed to go with the very lighties premise of driving a big sports car across America still, even now and it's hard to think of a game which can beat the timelessness of Ocean Breeze and Splash Wave (that's my favourite). Magical Sound Shower has the best name, but it's not quite as catchy as the other two hits. They should release Splash Wave as a single Christmas number one, I'm telling you.



Spooky scenery in OutRun, but plenty of it.



The version of OutRun we've played in its Alpha "first playable" stage of development, but already it's virtually ready perfect with all the music and everything. What is also good news is that the Saturn's memory contains all of the graphics, so not miffing when you choose your route.



?

?

?

?

?

OutRun



THE LEFT-HAND PATH

OutRun may seem like an ancient relic from a bygone era, but there's a number of gameplay



innovations that the big games of today would do well to copy. Probably OutRun's greatest longevity asset is the ability to choose your route to the end.

At the end of each stage the road forks into two directions, each leading to a completely different track and background. Some are easier than others, so it's worth experimenting with different paths. There are FIFTY-THREE different stages in all (although you only need to beat five to win the game), and these end up at one of five different endings, depending on where you end up on the map. Some are funny, some take the mic. Called the net!

SEGA SATURN Review Index

Yo dudes! Elvis here from beyond the grave! How's it hanging? Is it hanging to the left? Or to the right? Or from the ceiling? Anyway, just a quick word to say that ever since I died on the toilet, I've taken a fresh look at life. Now I squandered it on the trail of rock 'n' roll excess and fatty foods. These days I take regular jogs around my cove and play lots of invigorating Sega games. They're my fave! I also like reading SSN with its funny bits and informative reviews. It's a hunk of hunk of burning love!ness if you ask me! Ha ha! Anyway, before I go I've just got time to tell you about this month's Reviews section. It's got lots of good games in it, including the brilliant Fighting Vipers on page 66! Helel amigoo! Blue sends shoes up your a-hole, ELVIS.

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BY	SEGA
PRICE	£79.95
STYLE	SPORTS SIM
RELEASE	SEPTEMBER

With the football season **kicking in**, and a whole new host of **international stars** in the Premier league, it's time to introduce another footy sim to the fold. This time it's **Sega Worldwide Soccer with the boots on**, and by the look of things, it could have a bit of **Shearer's magic**.

For the first time in the history of English football, you'll be able to watch Italian international's play club football this season. It marks the growing reputation of the Premier league as the place to be if you want to play top soccer. Something worth celebrating indeed, and one way to do it is play *Sega Worldwide Soccer '99*, the latest football sim to stake a claim on the Saturn's green and pleasant pastures. It's a worthy accomplishment to the real thing as well, proving itself perhaps the best soccer sim yet – even surpassing *Euro '96*.

The many of *SWS '99*'s success is that it's based on Victory Goal, albeit very loosely. Victory Goal as you're probably well aware was a pretty awful soccer sim – something that was due in no small part to the faults in the gameplay. With *SWS '99* it's exactly the opposite: the gameplay being just about the best I've seen in a football sim. The reasons for this lie in the realistic game logic and the speed of the action. For example, sometimes when the ball is lofted into the penalty area a sweeper might boot it clear, and other times the keeper might attempt to come off his line to collect it. This might sound like nothing special, but it's the way the players adapt to the situations that makes *SWS '99* so impressive. Like their real-life coun-

terparts, footballers in *SWS '99* can make mistakes, meaning you might face a goal mouth scramble or a sudden break, all of which goes to enhance the feeling of spontaneity and excitement. This coupled with the wide range of moves players can pull off – shortcuts, back heels, one two's, etc. – means that there's a great amount of scope in *SWS '99* for some diverse action.

Although *SWS '99* doesn't use real players (which you can actually put in yourself using the team edit mode) it does nevertheless include the full roster of international teams, each of which plays in correlation to the talents of the genuine side. Italy for example are excellent passers of the ball, the Brazilians have some great individual skill and the Germans maintain their tradition of ruthless efficiency.

As for the graphics and animation, these match if not surpass those in *Euro '99*. The attention to detail

is amazing, with every trap flick and shot looking incredibly refined and believable. Obviously this makes playing the game all the more pleasurable especially when you string together some neat passing or manage a scoring volley.

As is traditional in sports sims, *SWS '99* features all of the relevant peripheral options. There's the chance to tinker with your formation, sort out substitutes and even employ the coaching option. What this means is that whenever you press a certain button the players will put a set play into effect like a free kick or the offside trap.

One of the problems with soccer sims is that you'll go and buy one only to find a better one released months later – something likely to leave you a bit jaded about the whole business.

But worry not because if you do choose to chance *SWS '99* it will keep you more than satisfied for at least as long as the football season itself.



On your right you'll see one of the most spectacular attempts at goal in football. The classic bicycle kick. *Concise!*



Good old Garcia of France. Of course, Garcia doesn't exist as a player in real life. If you do want the names of the real players then simply go to the player edit mode.



The defense is in a classical Clapham is through! It's certainly up for grabs now! Been to Wembley? It could be all over for England... Well, not if it's only the first half.

Sega Worldwide Soccer '97



You might know Morricone as the guy who composes music for lots of top films, but whenever he needs a bit of inspiration, he always enjoys a bit of a kick around with some Italian Inter-Goals. And good luck to him if you.



LOOKS FAMILIAR

As readers of the main text will know, although Sega's big features: just about all the major world teams, the names of the team members have been changed. Now with the editing facilities available in the game you can change them all back should you so wish, but before you do, we suggest you check out the names of some of the Scotland and Wales players. Sega readers might find some of the aforementioned red inkers slightly familiar.



The replay mode lets you see your most impressive skills from a different angle. Here the England striker clips the keeper.

The most comprehensive football game yet to appear on the Saturn, Sega Worldwide Soccer '97 matches dazzling graphics with some really sensational gameplay.



graphics	92	overall 94%
sound	90	
playability	95	
lastability	93	

BY	SEGA/AM2
FOCUS	ATBA
STYLE	PUNCH UP
RELEASE	OCTOBER

Yet another brilliant AM2 coin-op arrives on Saturn - direct from the labs of the world's greatest coders! In terms of fighting games, it's up there with the best, being a more arcadey fighting feast than the awesome Virtua Fighter 2. For the full monty, read on...



A lot of fighting games are a dream come true for most people. After all - let's face it, there's nothing quite as satisfying as punching someone's face in, is there? The problem is, of course, that it's quite illegal and you can get banged up for it. And put in just before that rather unfortunate consequence... so that's the beauty of those 3D fighting games. They look incredibly realistic and you can realise just about all of your sadistic fantasies, plus no one gets hurt (because it's not real) and it's all good clean fun. Hoorah!

For the average Joe (or Joe-ess) on the street, AM2's movie goes one better over Virtua Fighter. It's a lot faster, a lot more brutal and silder than just knock people out of the ring in quite a nancy fashion, you can now smack their faces into the walls. Or through them, if that's what takes your fancy.

That's probably the first thing you notice about Fighting Vipers. The backdrops are a lot better than in VF2, with walls surrounding the ring (portrayed in his vibrant 3D). The far buildings are still 3D but here it just doesn't seem to matter because for the most part the wall obscures them. What's more, they don't just look

pretty - these surrounds serve a purpose. Rebound your foe on the wall to initiate some awesome combos or break them down with a brilliant flash ring move.

Fighting Vipers is far more of a gratifying experience to the average gamer than VF or its sequel. The game runs at a faster tick of speed and reason has been thrown to the wind in a feckless style, making those outrageous moves even more pleasing. There's nothing to beat the feeling of countering an opponent's move with a power technique and watching them fly out of the ring, the walls literally exploding as your opponent's hapless body smashes through. It's an unteachable experience.

Vipers also improves upon VF2 by introducing armour to each player. Are you just going to bulldoze your foe into submission or are you going to strategically take out their armour and inflict more damage with less moves? The choice is yours.

Technically speaking, Fighting Vipers is untouchable. It features all the light sauntering and stuff that PlayStation owners have been enjoying on select titles and destroys the Toshikidens, Namco fighting titles

and what have you that PlayStation owners have to make do with. But what's important is that Fighting

Vipers is so very close to the coin-op original. Bear in mind that the Model 3 board powering Vipers handles many more polygons than Virtua Fighter 2 and you can just about appreciate what AM2 have achieved in pulling off a conversion as close as this. Yes, there are some small graphical compromises, but just like VF2: once you've bought this, you need never go near the coin-op again.

In fact, it could be argued that the Saturn version of this incredible game actually better than the coin-op. The presentation skills that AM2 are famous for strikes back with head-loads of brilliant options and modes including the ability to save off your best replays onto the Saturn's memory.

AM2 are a class act and are undoubtedly second to none when it comes to arcade games. And the Saturn conversions thereof, it would seem

RICH



As you'll see in the movie guide that we've started in this issue, Bala doesn't have that vast an array of moves. He's also a bit slow in executing them. The trade off? He's extremely powerful, so that's all right then.



Grace and Candy - two of the Vipers ladies - face off in the big history zone of the game.



Sammy's bowling ball throw is full effect.



This part of the game is missing some of the graffiti from the coin-op.



Grace's power move rolls Pity of the last remnants of his armour. These are some of the most spectacular moments in the game.



Fighting Vipers



Armor breaking - how it happens and how it affects the look of the characters. As seen in the pics around this caption.



Side-on victory pose for Candy.



A dream is slow as Phik takes on the far more powerful Jess (above). Help his speed over him for near-certain oblation.

VF2 OR FIGHTING VIPERS?

The big question new Saturn owners should be asking them selves is, what to buy. Virtua Fighter 2 or Fighting Vipers? Obviously the best advice we can give is to play both games for yourselves and decide, but for diehard fighting game fans BOTH titles should end up in your collection.

Vf2 has the edge with its hi-res visuals, but Vipers' characters look more three dimensional thanks to some great light sourcing trickery. The update of both games is super smooth (identical to the coin-op) and the sound's awesome too.

The real difference lies in the gameplay. Vf2 is a game of technical martial arts skills and requires a deeper knowledge of the controls. Vipers is more of an accessible, speedier game and the inclusion of the fence allows different combination

methods than Vf2. Buy both games, but if you're limited by budget to just the one, the weightier game will probably get more out. Vipers whilst the overall game fanatics should probably go for Vf2.



The lovely player select screen (above). Jess gives it some (below).



The powerful Jess lays out Grant with one of her Aikido-esque techniques.



A dream is slow as Phik takes on the far more powerful Jess (above). Help his speed over him for near-certain oblation.

Not another brilliant Saturn title to emerge from the labs of AM2. Far far better than Tekken and its ilk and more accessible and speedier than VF2. Simply amazing.

graphics	94	overall	94%
sound	90		
playability	94		
lastability	94		

BY	GREMLIN
PRICE	£44.99
STYLE	SPORTS SIM
RELEASE	OCTOBER

After the amazing success of **Actua Soccer** (converted to Euro '96 for the Saturn), Gremlin are **riding a bit of a high** with their sports sims. The arrival of **Actua Golf** heralds their bid to **do with golf what they did with football**. By the look of things they've succeeded.



There's always two things to remember before buying yourself a golf sim: firstly that once you start playing you might be lost to the outside world for weeks, and secondly that you can look forward to a deteriorating relationship with your dad who'll insist on playing it just as much as you. Once you accept these twin realities all you've got to worry about is which golf sim to buy. Until now, this has been a bit of a toss up between *Virtual Golf* or *Valore Valley Golf*, both decent enough but lacking the refinement of a truly classic golf game. With the arrival of *Actua Golf*, Saturn owners have the chance to sample life at an exclusive, telly-only golf club. Because the game is just about faultless.

What makes it stand head and shoulders above the competition is the attention to detail and the overall polish of the game. In most respects it follows the traditional formula: using the classic control method involving power and timing, and incorporating all of the familiar details like judging trajectory to cater for the wind, selecting which clubs to take on your approach, and perfecting skills like backspin. You won't find any groundbreaking new ideas here - after all the golf game has a tried and tested formula - but the depth of the gameplay is enough to keep you playing day in day out. The game's excellent handicap system means that if you want to compete against the best of the computer opponents (and play on



more courses) you must first achieve a handicap of 10. You'll only get this if you're been a success in the amateur competition. In this fashion you find yourself making just enough progress to keep you competitive as you slowly move up the ranks.

Where *Actua Golf* really goes to town is in its choice of viewing angles. You can analyse your shot from just about anywhere, meaning you get to pin point exactly where you want the ball to end up. Likewise with the replays, there are about fifteen odd ways to see how you played a shot, if you're really that keen to exploit the option. It's not surprising Gremlin were so keen to give you plenty of opportunities to peruse the course because all of the holes are beautifully rendered with lots of lovely trees, lakes and pastoral skies. The players are all superbly animated as well. Obviously there's not a great deal you can do



with a golfer, but the programmers have managed to add some nice touches like a player urging the ball on to the hole when they're putting, or holding their head in despair after an embarrassingly bad shot.

The level of realism is heightened further with what has to be just about the most impressive commentary I've ever heard on a sports sim. The well known voice of Peter Alliss offers classy comments on shots and keeps you informed on the state of play. But more than this, there are another two commentators you can choose from or you can even mix the commentary so you have two of them working up a rapport together while you play your heart out.

Obviously there are those who've been waiting on *Big* celebrated PGA Tour Golf and this might make you a bit cautious about committing yourself as yet. Personally, with a golf game as good as *Actua Golf* available, I'd say the wait is over.

ROB



(above) Bit of a heavy ball this one, what with that huge expanse of water.



You'll notice that this hole has a beach so if you can take a break after putting and relax for a while. You'll also notice that this guy is wearing a nice white Chestercoat to complement his golfing gear. And a jumper that belongs to Fred Flintheart.

I'LL TAKE 'EM

Such is the range and detail of the options in *Actua Golf* that you actually get to choose what you'd like your golfer to wear. Now at last, you too can select the classic sports casual wear that comes in the shape of Anglie sweaters, tasteless lemons socks and much more besides. There are four different wardrobes to choose from in all, and each of them is a testament to the odd phenomena of golfers' fashion – or (less) casual attire if you can remember back that far.



If there are pretty severe conditions out there you get a quick weather summary.



When your golfer takes the ball he offers the crowd a little wave. Even if he was crap.



Dropped in the bunker again. This time wearing yellow.



(Above) It looks like he's playing the ball out of the rough. Another problem is those trees, if you want to shoot the ball right of the ball you can look at the shot from where the ball is expected to land. Pretty handy.



Actua Golf



This is the leaderboard complete with leader.



If you're caught in the bunker you've got a lot of a decision to make. You can either make use of the most wedge if you're chosen it or you can try to dig the ball out with one of your clubs. The most wedge is safer but it also means that the ball won't travel particularly far.



Actua Golf is the first golf sim to really exploit the Saturn's potential, and even with PGA Tour expected in the near future, you won't fail to be satisfied if you choose to buy *Freemlin's game*.

graphics	91	overall
sound	92	
playability	90	
usability	90	
		90%

BY	SEGA
PRICE	CAS. \$99
STYLE	RACING
RELEASE	OUT NOW

When *WipOut* appeared on the Saturn, the game of disbelief at its arrival were quickly followed by a lot of brady-eyed scrutiny to see just how accurate the conversion would be. As expected, the criticisms focused around the graphics, with complaints centering on the Saturn's inability to do transparencies as convincingly as the PlayStation.

Although such complaints were for the most part justified, they failed to recognize that the reason the Saturn *WipOut* lacked the PlayStation's refinement was that it had been a straight conversion. This meant that the code tailored for the PlayStation had been used, rather than developing one from scratch that utilized the best of the Saturn.

Unfortunately, the same kind of criticism can be leveled against *Destruction Derby*. The first thing anyone whose seen the PlayStation version will comment on are the inferior graphics. As with *WipOut*,

Destruction Derby lacks the sheen and glossiness of its PlayStation counterpart. This is most painfully noticeable in the smoke which gives you the impression there's someone in your car boot passing on signals such as their comic guffiness. So once again there'll be a can the Saturn be transparent? reply. This is actually a bit broader the point: the problem being that *Destruction Derby* ports over the PlayStation code restricting the ambition of the graphics in the game. The truth is that there's many a Saturn game with

There were those among us who thought it was **never going to make it**, that like the cars themselves, *Destruction Derby* would end up on **the scrap heap**. But here it is, the second of **the big Psygnosis racing games** to make the much hyped **defection** from the PlayStation to the Saturn.

much better smoke-effects than *Destruction Derby*, the misdeeds amounting to a lack of care in the conversion.

The general mechanics of the game are identical to the PlayStation version with a range of different kinds of game to play. The Wreckin' and Stock Car racing both involve going around the five circuits, the difference being that in Stock Car racing you also earn points for rubbing or bing opponents around, besides going around or cars. There's the notorious everyone-for-themselves scenario in the *Destruction Derby* itself. You can play this one of two ways: either everyone goes out there trying to score as many points as possible by causing other drivers to spin through 90° 180° 360° etc. Or for those with a more masochistic frame of mind you can play all against you where the aim is simply to survive as long as possible. This option is good for working up your dodging skills to complete it you're more destructive talents. There are five divisions to race in, players starting in the lowest of them and working their way up through the leagues depending on how impressive their point score is at the end of a season.

All of the competition elements in *Destruction Derby* work well, managing to prolong your interest by combining the most amusing crash-bang qualities with a genuine need for skill and as is often the case, a healthy dose of luck. I thought it could have done with running a bit faster and there were a few occasions when the control method proved a bit awkward.

About a year ago I would have given *Destruction Derby* a lot of a rave write up. This industry being the ever morphing and fickle one it is though, even fans of the PlayStation version would now have to admit that the game lacks longevity if nothing else. The same obviously applies to the Saturn version and with its various delays in arriving inferior graphics and slightly slower gameplay I can't help feeling that this is one title that's a crushing anti-climax.

EDD



Alas! This is the in-car view. It is not advised you choose this view if you have a longover - it will make you hoarse.



There are two ways to play the race tracks; you can either simply race to come first or you can incorporate some of the bashing elements and pick up points as you go round.



Destruction DERBY



That's right — you launch another car through S&T! It earns you points a plenty. Shame about the race position though.

GOOD AFTER A DRINK, BETTER THAN A SHRINK!

Perhaps the best fun you'll have with Destruction Derby is the classic all-against-all event in the Bowl. This is perfect for a spot of post-pub multi-player mayhem: the bleary-eyed finding themselves probably as adept as the revvingly sober. It's also good for venting a lot of frustration. If you can't drive a car in the first place, or if your parents have grounded you, or your little brother's acting up, or your girlfriend or boyfriend is having multiple affairs behind your back. Maybe they should think about putting a copy of the game in psychiatrist's offices.



Up, up and away to my beautiful ballast



It's a shame that Destruction Derby doesn't give you the option to get out of your car and start having an argument with another driver. Maybe in the sequel.

Destruction Derby makes it to the Saturn much too late to cause the kind of sensation that *WipeOut* did. Comparisons with the PlayStation version are inevitable, and the rather haphazard conversion seems that the Saturn version lacks the polish of its rival.

graphics	72	overall	68%
sound	70		
playability	74		
usability	62		

BY	CORE
PRICE	£44.99
STYLE	SHOOTING
RELEASE	SEPTEMBER

There's a **cybernetic biomechanical disease** out to get us – and it's all the fault of some **embittered failure**. Anyway, that's enough about **Dave's day**, let's review Core's **Blam!** Machinehead...

Core have carved quite a name for themselves as respected developers. Coming straight outta Derby four years ago with the classic *Thunderhawk* on Mega-CD, the previously hardly heard of house were suddenly in games. Since then they've moved from strength to strength to consolidate a position as one of the more revered teams in the UK. Their sudden and steady rise to fame reminds me of Jim Carrey's. In fact, we could even compare *Shellshock* to the *Cable Guy* – a surprise dip in the fortunes of a previously unassailable star. Where this analogy ends is that I think Jim Carrey is crap, and I quite like Core games. And the *Cable Guy* probably did badly because it's useless, whereas *Shellshock* was slight. And Jim Carrey looks like our editor Dicky Leach better, whereas *Shellshock* was a shiny disc.

Anyway the point is that Core have a bit of ground to make up at the moment. *Saturn Thunderhawk* was pretty good but not massively different in design terms from the ground-breaking Mega-CD original. *Shellshock* didn't sell particularly well. There's no sign of *Skeleton Crew* or *BT Exors*. Although maybe that last one is a good thing. However the month Core have secured two Showcases in this mag, and we're not in the habit of handing them out willy-nilly. Thus it is safe to assume that the glucky Delibblers are doing something right.

Blam! won't hold many surprises for anyone already familiar with the seemingly patented Core formula. The levels are open plans, but you need to complete several specific objectives to finish the stage usually one after the other in a strict order. There are loads of enemies to shoot, most of whom patrol their little corner of the game until you chance across them. Weapons are in plentiful supply and varied in their

effects and effectiveness. However the implementation of the game mechanics are what make it good. Certainly better than *Shellshock*. Controlling the missile car thing takes time to learn, but once you've mastered the basics and clocked the first couple of stages *Blam!* shows itself to be a decent title.

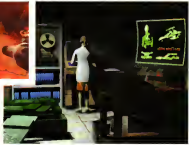
The mission objectives range from the standard collect-and-destroy stuff to complex brain-exort duties (including steering the tank) to cutting off supply lines. It's this variety which prevents Machinehead from getting tatty and – resultant – boring.

Of course there are problems. Failing to be levelled at Machinehead. Like *Alien Trilogy* this is one of those games which is great fun in limited doses. Taking on more than about three levels at a time leads to a total loss of over exposure and the need to immediately switch to a new game. And if you've already bought and clocked *Thunderhawk* and *Shellshock* you might not be quite ready for another disc at all.

However at the end of the day *Blam!* is an enjoyable game. The plot carries things along nicely adding to the atmosphere which needn't have carried at all. Instead this title has character and wanting to know how it all turns out adds to the lasting appeal. The graphics are also pretty smart. The scrolling is pleasant with little intrusive clipping, and some of the enemies are terrifying (like those sky spiders). The animation deserves a mention as though has obviously gone into how each and every bemonster moves.

As first person shoot-em-ups go *Blam!* is a way more accomplished product than Core's previous (and good) outings. How it would sit next to them in a collection I'm not sure, but if you've yet to sample the delights of seek and destroy gaming you should check this out.

END



Fire with your gun at enemies!



Well that's it! Use that! Go on, M! Don't worry about the morality! Destroy!



That train like an honest-to-God British Railways engine!



That small gasper thing is firing at you! Kill it to make it stop!

BLAM! MACHINEHEAD

A suitably gruesome looking monster. If they all looked onto you probably wouldn't mind the world being taken over by them.



Shoot the east-pole to destroy the evil alien!



icky threats are the least of your worries. Nearly.



Those spiders move amazingly realistically. Quite creepy, in fact.



Shoot the red crates for wazoo goodies. They're essential.

With the most original of formulas my score, but no-one does this sort of thing better than Core. Will do these games!

graphics	90	overall 87%
sound	81	
playability	86	
lastability	89	

BY	ACCLAIM
PROD	CTEK
STYL	TGA
RELEASE	TGA

Retro packs are all the rage and Acclaim have unleashed what must surely be **the greatest to date** - an awesome double pack featuring Bubble Bobble along with one of **the most stunning platformers ever** - **Rainbow Islands**. **It's brilliant!**



A few years ago, Taito were one of the premiere designers of arcade games. The hit just kept on coming. Chase HQ, SCI - you name it. However, the company were best remembered for some of their earlier platform games. And it's with this in mind that Acclaim have released the **Bubble Bobble double pack**.

For your money you get totally arcade perfect translations of two of the world's finest platformers Bubble Bobble and the vastly underrated and overlooked Rainbow Islands.

The former title is knocking on a bit, but it's still bloody ace. The game casts one or two players as Bub and Bob - two bubble-blowing dinosaurs. It's their job to nudge at the single screen platform emisions blowing bubbles and imprisoning the enemy spines in there. Jump into them a gain to burst the bubble and destroy the enemy. It's as simple as that. Only it isn't, because the game design is so clever that the game offers far more depth than you ever dreamed of. The myriad power-ups, enemy intelligence and cunning level design all add up to what is undoubtedly one of the platform greats of the eighties. And finally, an arcade-perfect emulation has appeared for the Saturn. Maybe the apparent simplicity of the game would put some people off and on it's own Bubble Bobble wouldn't really be worth the price. However



you also get two versions of Rainbow Islands into the bargain as well!

This con-op is quite simply one of the greatest bits of videogaming, and a game that all self respecting gamers must play. This time Bub has morphed back into his human-disguised persona and is armed with the power of the rainbow.

The rainbows are the key to this game's genius. You can climb them to reach platforms or you can use them as projectiles to kill enemies. Also, you can collapse rainbows by jumping on them, sending multi colour doom down on any enemy spines below (or immediately above).

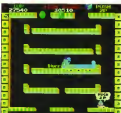
Once again, it's a simple, but highly original concept. There's never been a game like Rainbow Islands before and even now it's a highly fresh and impressive platform gaming experience. Truth, it's a retro pack so you can't expect the best of both of worlds (although the remixed version does look a lot better).



but it's gameplay that counts and as a test of skill Rainbow Islands is in a class of its own. The myriad secret rooms and hidden techniques put this in the same league as the early Mario games, where game play and replay value were considered more important than visuals alone.

I guess a lot of people aren't going to get the message about these games. A lot of people are probably only reading this because they can't resist the high mark in the corner of the page with the quality of the graphics presented on these pages. However if that's the case, you really are missing the point. I can honestly say that there is nothing quite like this release available elsewhere in the Saturn library of games. To all gamers/players who appreciate quality design and playability, go buy these games.

REVIEW



Although a simple game, Bubble Bobble has a complicated array of power-ups, including this water one (above).



Three early levels are simple to complete, but later stages require much teamwork.



The two-player mode of the arcade original is retained in the conversion.



Bubble Bobble has a huge 100 levels to try your hand at.



Some of the levels are designed to be completed in seconds.





Rainbows also make up for the lack of platforms



By casting rainbows underneath the enemies, you can jump up, putting the rainbows into the air, Genki.



ALSO FROM TAITO

This double pack isn't becoming a bit of a habit for Taito. Whilst Acclaim have handled the conversion duties in bringing Rainbow Islands and Bubble Bobble onto the Saturn, Taito of Japan have been hard at work bringing another pair of celebrated conversions onto the Sega machine - Chase HQ and SO. Whilst these games haven't stood the time in quite the same way as the Bubble Bobble titles, it still has some nostalgic go value. If Acclaim (who have the exclusive European rights to Taito products) decide to bring this to the UK, we'll let you know.



Bubble Bobble Rainbow Islands



Although it's simple, the released version of Rainbow Islands is very lovely indeed visually with more colour and particles swirling.



But all goes in order to find the secret room...



... Like this one. Grab that permanent power-up!



The best thing about Rainbow Islands is mastering the use of the squamous malleable squamous. By jumping so that the rainbow you can bring the one from it creating ones.

Two extremely fine platform titles that stand the test of time as quality videogames. Rainbow Islands on its own would've been worth the money, but with Bubble Bobble included as well, this is frankly semicircle.

Graphics	76	overall
Sound	78	
Playability	94	
Testability	90	
		92%

If you can somehow dodge around the enemies and get above them, you can cast a range of rainbows. Jump so that to capture them for gems, houses and power-ups.

BY	JVC
PRICE	£19.95
STYLE	RACING
ADDRESS	TBA

Despite the name, Highway 2000 isn't Harry Secombe's vocal celebration of the next millennium. Indeed, it's a driving game. And a most uninspiring one at that. What's more (VC obviously realised it, hence the inclusion of numerous "beauty" beauties", brought in to add a bit more, er, glamour to the proceedings. In actual fact, they're supposed to be navigators (along the lines of the irritating guy who keeps blundering warnings like "Easy right mazel" in Sega Rally) who add your quest for racing fortune by telling you when particularly nasty corners come up (like the maelstrom not good enough). In the "Scenario Mode" of the game, you

actually need to drive **impressively** in order to prove your manhood to your chosen lady and tempt them into your car.

Vaguely assuming quills aside, Highway 2000 is a super dull driving experience. After the near perfect driving physics seen in Sega Rally, Highway 2000's drive handling is like taking a time-warp back to the Stone Age of racing games. Although there is some attempt at power drift, it's absolutely nothing like the real thing - in fact, Duburba (a coin op



One of the main criticisms you can level at Highway 2000 is that the circuits all look very similar indeed. Note the screen graphics are just about all of these screenshots.

So... the Saturn's got **Daytona USA** and **Sega Rally** - two of the **best racing games ever** and both of them on the **Sega machine** only. **The question** has to be, how can third parties possibly compete? Well, how about tarting up an **average racing sim** with, well, **some tarts?**



Around a decade old that got by without the benefit of 3D graphics) does a better job of simulating super-speed driving. Also, the camera doesn't stick behind you. Are you sure it's making it extremely difficult to judge when you should be straightening up (but hey you get a nice view of the side of the car - just when you don't need it).

Like the rest of the game, the graphics are adequate. The use of box-like mapped polygons is pretty good and the update of the game is probably on a par with Sega Rally. However, put the two up against one another and it's clear that the Sega AVG game is just in another league altogether. Highway 2000 has more corners than Rally but any excitement about this discovery is instantly diminished when you realise that such corners are virtually identical to the next.

Although a few new objects might appear as roadside detail (if you're lucky) the overall impression is

of a very tawdry game. Much the same goes for the choice of vehicles at your disposal. Like Rally, there is a total of three different cars in your garage, but apart from one being red, they just look too similar. Of course, there are distractions in handling the like, but surely VC could have done a better job in differentiating them. It would also have helped if the cars actually looked like modern-day mass machines, rather than the lower fastbacks they would seem to resemble.

Overall, Highway 2000 isn't a total nuclear disaster of a videogame. It's more of a extension to Daytona which just isn't really very impressive in the slightest. If you're beginning to grow weary of Sega Rally, it'd very much recommend waiting for the new Daytona rather than squandering your money on this particular example of the genre.



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Highway 2000 tries very hard indeed to be **High Gator** for the Saturn, even down to the very landing into the corners can be heard. Unfortunately, most of the excitement of the Route 66 isn't made it across.



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Curvy, A concrete wall and a group venge. An over through-out the entire game.



A choice of three cars is available in Highway 2000, but to be honest, this white car is the best for actually winning races.



A bit more of an urban scene (the others), but still looking very sunny indeed.



HIGHWAY 2000



A choice of views is included, a la Ridge Racer and Daytona.



The split-screen two-player mode (below) isn't great.



The Ford Fiesta of the racing genre. Bell and unimpressive without much poke in it, Highway 2000 does an adequate job, but don't be too surprised if you end up falling asleep at the wheel.

graphics	65	overall 60%
sound	57	
playability	61	
lastability	60	

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Tips

GUNGRIFFON

For unlimited ammunition, go to the title screen with the "Press Start" message and press B, A, B, C, Start. It's that simple. To make it so that you don't need to let your jump power recharge, go to the "Press Start" message again and press Up, Right, Down, Left, Start.



Unlimited ammo is always a helpful thing in shooting games. You can shoot more things.

LOADED

When playing, press Start to pause the game and highlight the "BGM Volume" option. Now press and hold the L button, Z, B, X, C, and K button. Now just press the L button on the paused menu screen to bring up the cheat menu screen. From here you can skip levels, give yourself extra lives, refill your ammo, and boost your power.



SIM CITY 2000

To get a gambling reel where you can gamble all your money away, start a new city and build a casino and legalize gambling as soon as you can. Keep watching your karma and highlight a boat when it comes out. Now press the L button to bring up a slot machine! You'll use up 10 dollars every time you use it, but you can keep gambling for as long as you like.

ATHLETE KINGS

On the events with the blimp visible is the skip press the R button on the second controller to change the way it's moving.

When doing the shotput, let your player's power bar reach the far left, but don't press the action button. Instead, roll the D-Pad around (as though you're doing the discus) and you'll spin around before releasing the shotput.

At the start of the 100 metres race, as the announcer's voice says the course numbers, press Up, Left, Down, Right, then hold X. Your character will now do a hop scotch all the way down the track instead of running!

To roll the 100 metres wait until the announcer is saying the course numbers, then press Left, Right and hold X. Now your character will roll the ball to get the hidden character (right), play in Arcade Mode and get a score of over 1000. Then go to the main menu and hold the X button while choosing your game mode and you can select the new athlete.



Here's Wilkes opening the shot put.



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GUARDIAN HEROES

For another hidden fight in *Guardian Heroes*, play to Stage 27—Clockwork Strategy—and fight through to the 3rd group of enemies. Now, keep running to the right, leaving at least one enemy alive to stop the level ending. Keep going right and you'll come across P Silver and two of the Village Gods!



NBA ACTION

To get a special "free floating" camera for the replay mode, do this: first, pause the game and choose the replay mode. Go to the Change Camera option and hold either the L or R button. Then, during the replay, you can move the camera by holding R+Z and using the D-Pad to move it around. We can also swap the end frame which you view the game. Just go to the main play menu screen and highlight the Select Count option. Now hold the R button and press Z to change the position.

SEGA RALLY

Though the game's been out for quite a while, this cheat hasn't yet been printed anywhere. Choose to watch a replay of a race, and at the start press B, X, B. Now you'll be able to move the camera view around by pressing various directions on the D-Pad.



You can now move the view around a bit in the replays, making these look even more amazing than



REPLAY

SLAM 'N JAM

As you are starting a game, get to the 1st Scoring Report screen and highlight "Continue". Now press either Start or C. As the screen fades out, press and hold L to get a Shot Percentage indicator on screen, or tap X repeatedly to get Big Heads mode.



This code removes all of the combos from the game, making it like MK2.



ULTIMATE MORTAL KOMBAT 3

We've already given you hundreds of *Mortal Kombat* codes for this game back in issue 11, but we've now got a few more Saturn-only codes. Enter them on the battle screen before a two-player fight.

- 100-000 Player 1 does half damage
- 000-100 Player 2 does half damage
- 100-100 Both players do half damage
- 040-004 Real Kombat
- 701-701 Combo system disabled
- 101-789 Super run jumps
- 975-190 Regenerate power bars
- 191-196 Special moves disabled
- 009-689 Super endurance mode

(Note) Real Kombat mode makes the power bars regenerate and disables special moves.



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BLOCKBUSTER
VIDEO



NIGHTS

into the game...



The polygon spectacular that is **NIGHTS** hits the shelves this month, and if you're not completely insane (or have an irrational disliking of brilliant games) you'll want to secure your own copy ASAP, along with one of those sexy black analogue pads to play it with. And no whining about how 'it costs too much'. Do you want to eat, or do you want to experience the most advanced videogame the Saturn has ever known? Besides, how else will you be able to make use of this incredible players guide, brought to you by the Master's own protege DAN JEVONS.

THE MEANING OF NIGHTS?

I have a quick quote for you here from Sonic Team, the creators of NIGHTS, so pay attention.

"We made it (NIGHTS) to take several hours to finish, because we want everyone to see the end. After that, you can still enjoy playing for hours by the 'score attack' function."

That's right folks, merely reaching the end sequence is NOT the ultimate goal in NIGHTS. You should be aiming to constantly improve your performance on each course, as you would with a racing sim like Sega Rally. Except here you're looking for the best score instead of the fastest time. Truly, this guide is geared towards telling you how to get the biggest score possible! But don't worry if you're still struggling for a C grade. The grades are directly linked to the score, so this guide should help you too.



The last drop? Fly to the stadium!



Present another variation in Nights as you enter NIGHTS in the first place.

STAGE TWO: BONUS TIME

This is where the majority of the game is played. With the claw destroyed and the Ideya gem in NIGHTS' possession, it's up to you to zoom around the course scoring as many points as possible before the timer runs out. You can up your score in a number of ways, the most important of which are explained below in detail. And keep out an eye for NIGHTS' temple, as you don't want to enter it until the very last possible moment.

1. STUNT RIBBON: The Stunt Ribbon is by far the most effective means of scoring points. When NIGHTS flies through an Aerial Hoop he is given approximately 10 seconds to perform as many stunts as possible using the L and R buttons, and this number is then multiplied by 100 and added to your score. So a Circus II would mean 1000 points. However, if you manage to perform MORE than 10 stunts, you are instantly awarded a Super II ranking, and given 2000 points! A cheeky way of doing this is to simply fly along the ceiling or floor of the level tapping the L and R buttons. The ceiling cuts the stunt short, allowing you to rack in the points! Just don't press them both at the same time, or you'll air brake and cut the ribbon off prematurely.

STAGE ONE: FREE THE IDEYA

Once you've got the course and the level has loaded, your first objective should be to free the course's Ideya gem from the floating balloon claw as quickly as possible. There are two reasons for this. Firstly, you get a sizeable point bonus for destroying the claw quickly (300 minus the time it took you to free the gem, multiplied by 100). Secondly, everything you score is DOUBLED once the gem is in your possession (and Bonus Time has started). So collect 10 blue chips and head directly for the claw. Do not stop to collect stars, kill enemies, perform stunts, etcetera. Get your chips and get it! It is at this stage in the game that the Chip Cages (each containing 8 chips) are valuable, as they allow you to destroy the claw in your first 'lap'. You should be aiming for a time of about 20 seconds here, meaning a bonus score of 20000 points.



Head straight for NIGHTS' prison!



Use the chip cages to get 20 blue chips quickly!



Deposit your chips in the claw free the Ideya!





2. LINKS: A link can be started and sustained by either collecting a star collecting a chip or flying through a hoop. After each item in the link has been activated you have one second in which to reach the next item in the link before it fades away and the link is reset. Links score the corresponding number of points times 10 (for example, a 5 link is worth 50 points) up to the 10 link mark, after which the score peaks and each successive link scores a 100 points only. Certain courses allow you to achieve what is known as a continuous link: that is, a link which you can perpetuate from one lap to the next, allowing for (in theory) a link size that is limited only by the amount of time you have. Soft Museum course one and Frozen Bell course one are good examples of this.



3. CHIPS: While chips are necessary to the continuation of long links, they also contribute towards your score in their own right. When you return the Idya to NIGHTS temple at the end of a course, you are awarded points to the tune of the amount of chips you have collected times 50. So 99 chips (the maximum you can have) gives a score of 4950 - an instant A Grade!



Observe that well-timed ball! That's what makes NIGHTS so fun to play in the final confrontation. Here's a tip: when you grab Wessley's stick, wait until your other ball (the other NIGHTS) grabs the stick too, before absorbing it. If not, look like you'll break through it and go!



4. THE REST: Opening a point ball by dragging it through the appropriate number of links (indicated by the number on the ball) gives you an instant 1000 points. Killing a Nightman in any style gives you 200 points. Also, if you collect enough stars you will see a Plan holding a board above NIGHTS' temple with a number on it. This is the number of stars you have collected throughout the entire dream, and by touching the Plan on the last course (only on Course four) you can cash in your stars for that amount of points times 10.



STAGE THREE: THE BOSS

A good performance against the boss (or Nightman) is absolutely critical to achieving a record-breaking go. When you beat a boss you are awarded a score multiplier directly related to the amount of time you have taken, anything from X0.1 (the worst) to X0.5 (the best) in order to get the X2.0 you've got to defeat the boss in record time - normally under 10 seconds! And although it's possible to select the easiest boss from the NIGHTMARE RANDOM OFF option in the diary, real NIGHTS masters will always play with the RANDOM setting ON.





PLAYERS GUIDE



SPRING VALLEY - the IDEAL -

COURSE ONE: The maximum link you can achieve on this course is 26, and only by dipping to reach the three stars after looping the first loop of chips.



A 26 link is the best you can achieve on course one... unless you go around the course backwards!



This chip cage is crucial as there are exactly 26 links chips you can collect before the star.



COURSE THREE: Near the start of the course, is the propeller bumper and head down behind (and above) the waterfall to find a Chip Cage (x). Also on your first lap, loop the star formation before the first Acrobat Hoop to find a hidden Pain Icon (x).

COURSE TWO: Make sure you collect the chips hidden behind the mountain at the start of the course (x) to destroy the Idoya claw on your first lap. Also, just past (and above) the waterfall, loop the five stars (with one chip in the middle) formation to reveal a hidden Dash Refill icon (x).



COURSE FOUR: Loop the three chips above the stone bridge near the start of the course to discover a hidden Loop Icon (x).



You can reveal the loop icon easily by looping the entire bridge.



SPLASH GARDEN - the AFFECTION -

COURSE ONE: Believe it or not, you can achieve a continuous link on this course. The key is in looping the large star cluster (x) after the first fountain, then collecting the two stars strategically positioned either side of NIGHTS' temple (x).



You can get a continuous link on this course, but it's not easy. Paralooping the star cluster into the fountain is the key.

COURSE TWO: You'll find a Pain Icon hidden in this batch of chips just past the first Mirror Switch (x) and make sure you smash the Chip Cage post-based high as you approach the flower clock (x).



COURSE FOUR: Head down when you enter the underwater section for two Chip Cages (x). Also, if you miss a switch on the 'into the screen' swimming bits, hit the L and R buttons together to brake and turn around (x).



On your first lap get the chip cages and head back out to the star for a quick time.

MYSTIC FOREST - the POSSIBILITY -

COURSE ONE: This course offers an easy Point Ball (1), and a Continuous Link to those proficient in Paralooping.



The easy point ball. Sco.



The continuous link on this course is REALLY hard!

COURSE THREE: Head left at the start of the course for a Chip Cage that will allow you to destroy the balloon claw on the first lap (1), and make large loops inside the underground cave to both up your stunt count and open the 1000 point ball (2).



COURSE TWO: Loop the four stars just above right of the first large yellow sign post to reveal a batch of Hidden chips (1). Stay high around the course for an easily opened 1 Point Ball, and again loop the batch of stars directly above the smashable rock field for a Plan Icon (2).



COURSE FOUR: Look for the same four stars secret as in Course 2, and when you enter the top down section guide the car into the garage for a bonus 1000 points (1). Also, in the bottom right hand corner of the maze, fly through the spiky hoop and perform a para-loop in the dead end corner for a Dash Refill Icon and four chips (2).



FROZEN BELL - the CONSCIOUSNESS-

COURSE ONE: Once you've disposed of all the Nightmarium (1), this course allows for one of the quickest continuous links in the game! (2)



COURSE THREE: Just to the right of NIGHTS Temple para-loop the four orange half hoops for a Loop Icon (1). This allows you to loop the star hidden snowball field for massive linked heart, just past the Balloon Claw is a circle of snowballs with chips in the middle. Loop the chips for a Dash Refill Icon (2). Finally, directly beneath the snowballs is a spiky hoop leading to a Chip Cage hidden under an outcrop (3). Use these chips to destroy the Claw on the first lap.



Loop right hand

COURSE TWO: Just after the 30 point ball, loop the first rung of the vertical ladder (just rounded in blue chips) for a Plan Icon (1).



COURSE FOUR: Make sure you collect all the chips on the first lap so as to destroy the balloon claw on the second lap. When NIGHTS transforms into a shield, hit the first bumper on the track but no others. You can only open the Point Ball at the end of the course if you are going slowly (1).



Opening the point ball is tough. Go slow and clear down the middle!

SOFT MUSEUM - the CONFUSION -

COURSE ONE: Just right of the balloon claw loop the seven stars (with a chip in the middle) to reveal five more chips (4). This course yields the largest continuous link in the game, though its worth leaving the chip cage to the left of NIGHTS temple for a later course.



Can you get a 500 link on this course? We can!

COURSE THREE: Loop the chips just before the cannon for a Plan icon (3), and when you pick up the Four Ball near the end of the 'into the screen' section, hold right to snag the last load of chips to open the ball (3).



You can get loads of points as the 'into the screen' section.

COURSE TWO: There are a number of green chips (near the Balloon Claw) inside the Soft Museum that can only be collected by Claris. As NIGHTS you are awarded 100 points for every bounty platform you destroy (4). Also, as you leave the Museum and hit the bumper, loop the circle of stars and chips at the top of the level to reveal a Dash Refill icon (2).



COURSE FOUR: Loop the two single stars just before the entrance to the Soft Museum for eight hidden chips (4), then again loop the last lower inner inside the museum to reveal an H shape load of chips (1). Outside the Museum loop the four chips (and one star) above the first canopy to discover a hidden Loop icon (3).



By performing a star or you bonus of the wall in the museum, you get points!

The loop icon makes looping items in the museum a lot easier.

STICK CANYON - the REVIVAL -

COURSE ONE: Just right of the Temple loop the chip formation (with a star in the center) for a Dash Refill icon (4). Also, halfway through the course, loop the spike directly above the spiky hoop for a Plan icon (2).



Leave the refill icon till the end of the course (you'll need it there).

COURSE THREE: You can earn good points from the magnetic scales, so try not to lose too much stuff by hitting the edges of the course (4). Also, there is a Dash Refill icon hidden in a star formation just to the lower left of the balloon claw (2).



Hit the switch to escape!

A magnetic personality?

Now hidden items.

COURSE TWO: Snag the Chip Cage to the left of the first anti-grav magnet to open the Balloon Claw on your first lap (4). And there is MASSIVE link potential if you miss the grate ride (2) and complete the course normally.



COURSE FOUR: Ideally, you want to make it the top of the tower with about 50 seconds left in order to comfortably complete the two grate rides. There is chip cage to be found on the way up the tower (1) and a hidden Dash Refill icon (2) though these are of little importance.



Can you find the time or else you lose!

THE BOSS

PUFFY: You do not need to use Puffy to gain power for the throw. The spin is only used to choose the right angle to smash the next breakable section. Use Gillwing, you can't afford to miss one throw if you want the X2.0 multiplier (95 seconds).



GULPO: An easy boss, but one that is surprisingly difficult to do quickly. The trick is in being able to tell which winged bumper will propel you through to hit Gulpo. Often this means going further round his aqua-dome than you might think. (105 seconds)



CLAWZ: The slowest boss in the game, unless some one else can prove otherwise. It is possible to defeat Clawz in a good time, but only by getting lucky. As you destroy a homing mouse, let it propel you back in the opposite direction and sometimes you will catch Clawz as he lands to light the fuse on another one. (100 seconds)



REALA: One of the quickest bosses simply because you only have to hit him three times. Watch as Realz approaches and time a paraloop so that he flies right into it (this takes a bit of practice). Repeat three times. Voilà! (105 seconds)



GILLWING: There are two ways to kill Gillwing. The first (and slowest) is to grab his head and touch-dash it. The second (and fastest) is to paraloop his body by performing a large bear-skipped paraloop that encompasses both his head and tail. It is possible to destroy Gillwing in ONE GO! Indeed, you have to if you want the X2.0 multiplier (115 seconds)



JACKLE: A tricky boss initially, but only once you know how. Adopt a high-low pattern when you first approach Jackle to dodge his throwing cards. Then, once you grab him and touch-dash him, keep an eye on which direction his coat goes. If you can stay between him and his coat, you can defeat him in record time. (100 seconds)



COOL STUFF!

Just a quick list of stuff you should know

1. By holding down Y, W and F buttons during play you can access part of the sound system.
2. If you run out of time and turn back into one of the kids it doesn't necessarily mean an F grade. Collect 99 balls and you will get a C!
3. Press X, F and Z during a replay to clear the screen.
4. Defeat Realz (the boss for Stick Canyon) to open up the two-player versus mode.
5. After you have completed the game once, a new option appears in the diary that allows you to pick your favourite boss.
6. Complete the game with both Clam AND Elliot for a special end sequence.
7. Complete the game with all A grades and you will get a new ending, featuring new still shots during the credits and a new version of the Dreams, Dreams song (sung by adults!).
8. If you touch-dash a Nightmarian and they rebound into a Plan, the Plan will lay an egg. Open the egg to reveal a new species: a hybrid of the Nightmarian and Plan! Freak!
9. It is possible to skip the end sequence without losing your score for the level by pressing A, B, C and START at any time.
10. Changes to a level's A-Life (eggs hatched, freaks made, etc) will not be saved to memory unless you finish the entire level (including the boss).



COIN OPERATED



Only about a year after the third film in the Die Hard series hit our cinemas, Sega – hot on the case as usual – have rushed an arcade game of the franchise onto the streets.

You know what my favourite bit of Die Hard is? It's the scene where Bruce Willis, besieged by armed cybernetic combat nukes, picks up a handy anti-tank missile launcher and blows them all away, whilst saying "Tippecanoe, daddio". Or maybe it's the bit where he's stalking across a narrow bridge between two skyscrapers when he's suddenly assailed by spider-like laser robots when he proceeds to beat up with his bare hands, ripping their metal legs off and leaving their little computer brains senseless with the sledge mallet. No, no, hang on – it must be the bit where he rescues the President's daughter from a cupboard downer before the climactic rooftop sword duel with the ancient Samurai gang lord.

What does it mean you don't remember any of those bits? What the hell version of Die Hard have you been watching? The pit-watnashed ITV cut? Next you'll be saying you've never seen the apilogue in which Bruce and he'll be hot-painted all-oriental duel with machetes for the final honour of the rescue. Oh dear.

Actually, let's clear the ground before pitching the text of this Showcase. There are many hardcore fans of the Die Hard movies, some of whom may be reading this magazine. Some of whom to be honest, are producing this magazine. Before they all start whinging and sending us moany letters saying "Duh, where's Bruce Willis? How come none of the characters are bald?" let us explain that Die Hard Arcade is related to the movies, IN CONCEPT ONLY. And even then, only the first film is used as source material.

The reason for this is twofold. For starters, licensing the likeness of Bruce Willis would cost lots of money. Second, sticking strictly to the plot of the flick would limit the action. Third, Bruce is just a little baldy slag head unlike the chic Sega characters who take his place. Fourthly, can't think of anything fifthly... er... there's only one Bruce Willis and you can have two players on the coin-op, look – it's Sega's licence and they can do what they want with it. Don't give us a hard time about it.



It looks very much like he's holding a gun against her head there. That'll be one of those close-up camera scenes that breaks up the fighting every now and again. Only certain very cool moves are shown like this.



RETURN OF





(GARY): Nice Mr. Noh.
(MELVIN): That big thing in the bottom-left corner that looks like a telescope... it's a



(GARY): That big thing in the bottom-left corner that looks like a telescope is in fact an anti-tank gun. A bit excessive for a beat 'em up package, but not too.



WHERE'S YER TOOL?

Die Hard is essentially a beat 'em up, but like Streets of Rage it's stuffed-crammed with weapons for your brawler to pick up and use. Most of the usual suspects are there - knives, broken bottles, bricks, chains etc, along with a shedload of welder and nazzler tools. Space restrictions prevent us from telling you about all of them (there are loads), but here's a rundown of the most interesting weapons...

CS GAS: Am yourself like a true controversial bobby with this spray of choking gas it doesn't do a lot of damage, but it does stun opponents long enough for you to inflict a quick comboette on them.

AEROSOL GUN: If you've got a Zippo handy (honest) you can vent any harmless aerosol you want a deadly flamethrower. This is in fact the only part of Die Hard Arcade directly ripped from one of the movies (y, you're thinking of Live and Let Die - RRR). And is NOT to be tried at home.

LARGE STICKS: A decent bludgeoning weapon that comes in many shapes and sizes. The best is definitely the last boss's golf club, which you can beat around and slap him about with.

PISTOL: There are loads of these lying around, most characters drop them when they get dicked (including yourself). Whilst the range is helpful and pistols fire rapidly the bullets don't do much more damage than a good smack in the face.

SMG: Fires short powerful stamens of lead. Looks very cool, too. The only trouble with the machine

gun is the long wait between bursts which give you the opportunity to do you in.



ANTI-TANK GUN: A big long ridiculous shooter which really has no place in a beat 'em up. The giant shells fired by the anti-tank gun slam any unfortunate in their path against the nearest wall causing mega loads of damage.



ROCKET LAUNCHER: Serious psychos will be pleased to see this giant shoulder-mounted first-strike com infu play it fires snaky exploding missiles which blow up targets and cause much pain. It's a bit of a catastrophic weapon and fires slowly, but it's well worth picking up.

Avoid anyone who's using one of these against you.



THE McCLANE





COIN-OPERATED



TIME ATTACK

Between some sections of the game our envious flatfoots have to hotfoot to their next fighting destination. This being a videogame, even moving around is fraught with danger. As you watch an animated cut sequence of your giant copper legging it around Kuakechi Plaza, or whatever it's called, a CAUTION warning may appear on screen. This comes complete with a prompt to press a button in a jiggled direction. Get it right in time and watch as our heroes perform lethal leaping kicks, tackle gun-toting guards to the floor or dodge devastating explosions. Mess it up, on the other hand, and you'll either have to fight the enemy in full-on combat or take a rack of damage.



Make like the Firefighter fighters and beat up the yellowjackets with a fury!

NICE ONE BUDDY... OOF!

The game ends with you hanging around on the roof of the building you fought your way through. Obviously it's all well and good having completed the game, but what if you're in two-play or mode and you've still got credits left? Is your money wasted? Why no for Sega have thought of everything. The two players are left alone on the roof with a couple of weapons, where they can duel for the ultimate glory of being best at Die Hard until all the money is gone. Hooray!





FISTS OF FUN

A fighting game matches on its fists as the saying goes, and *Die Hard* provides players with enough combat moves to satisfy even the saddest of chop-socky fanatics. Each character is equipped with nifty moves and specials, like Dragon Punches and somersault kicks. In addition there are many many throws like the airplane spin, which knocks down anyone hit by the flailing limbs of the spines, and anyone in their flight path once launched. Running towards an enemy at high speed and hitting punch has your character dive into their rear and knock them to the floor whereupon you're free to punch or headbutt them as they're pinned on the ground. And you should see the way the onlookers react when you lock them in the balls.

YOU'RE GOING DOWN

Die Hard Arcade, like the movies upon which it's based, is more of a series of act set pieces than a flowing story. Costumes change inexplicably between levels; location changes make no sense and the plot is very daft indeed. One of the better stunts in the game comes after the players are knocked from a rooftop. After a dramatic dropping sequence they must fight spidery robots on a narrow five escape-type ledge leading to another section of the building, after which it's a desperate race up twin elevator rails, with you responsible for swiftly reaving your plucky plod out of the path of oncoming lifts. It's a veritable feast of rail-surfing mayhem, but no mistake.



That's you that is. *Die Hard Arcade*.



That's a magic desk. It's true! *Die Hard*.



(ABOVE) A rooftop plummet leads you to the precision predicament. (BELOW) That reaction gun made short work of a cramped room full of perps.



This screenshot should spoil the ending for you already. That's the last boss you're looking at. No need to play *Die Hard Arcade* now.

DIE HARD AT HOME

Die Hard Arcade is definitely going to be converted for the Saturn. For starters it's an ST-V title, which means the conversion job should be a piece of cake and with luck there'll be no discernible differences between arcade and home versions. However, our only criticism of *Die Hard* has to be that it's a little on the short side. Hopefully Sega will add some extra Saturn-only features to improve its longevity, such as Time Attack modes or secret levels. Rest assured we'll give the final copy a proper reviewing before we allow you to buy it.





COIN-OPERATED

V

It's a fighter's job to have made its UK debut by the time you read this, and SEGA SATURN MAGAZINE's coverage continues in full-on detail. This month, as promised, we have a small Yu Suzuki interview along with more details on each of the stages in Virtua Fighter 3. Next month, the playtesting will have come into effect, and we'll have a brilliant pictorial feature with some amazing pictures!

In the meantime, let's get stuck into the Model 3 action eh? We have an eye witness report by our Japan Editor, Warren Hamel, who was invited to the launch of this wonder game!

AOI STAGE: Snowing Waterfall

Another excellently crafted stage, this time set in a small rocky gully at the base of two small waterfalls. It's snowing and there's a small layer of snow on the floor and the gully walls are frozen with bits of ice and snow clinging to the crags. The playing area is a little uneven with an irregularly shaped floor caused by the weathering of the mountain stream and a slightly sunk pool and a few streams of water flowing between the rocks. Once again the rock floor is smoothed off and dips into the water with a curved arc as opposed to a sharp drop. Match out for the 3D snowfallers. The snow in the distance is smaller than the snow in front of the screen and as the camera angle swings so does all the snow. In addition when the camera pans out away from the characters there's a slight misting effect (to simulate a lot of snow falling which would naturally obscure one's vision) which changes in intensity (strong-weak) depending on the distance. The waterfalls have a great downward flowing effect and at the bottom of the waterfall where it hits the water there's a realistic splash/foam effect. The ripples on surface of the water for the pool and streams flow with the current away from the waterfall. Similar to other stages if the gully wall gets in the way the computer fades it out and then removes it immediately.

AKIRA STAGE: Japanese Fortress

This looks like one of old fortresses that used to be all over Japan in the Shogunate era. The fighting area is set inside the fortress close to one of the main outer walls and the main fortified entrance. This area has a number of graded areas with the height changing depending where you are. There are a number of large steps towards the entrance, a long inclined area (but not steep) and a long slope to one side where the floor drops to a lower fortress level. The stone walls/floor slabs all have a weathered appearance with moss growing on the wall and weeds growing between the slabs. There's no wind but there's a easily disturbed. Merely walking on them causes them to shift position a little. Once again the attention to detail is amazing with the leaves quickly rising off the ground but slowly flapping down with a little rag-dag movement. And if there's another strong or fast character movement before they land they carry off again from where they are, so two continuously fast moving characters are always surrounded in moving leaves.



How has some amazing new throws, and a brilliant new variation to the A-B grapple.



How you can use Pul using the unique button to dodge around an incoming Wolf attack.

LION STAGE: The Playground

Something of a series of de ja vu with this uncompleted stage. It looked so similar to Shun's Chinatown Stage that for a long time I thought they were the same stage. Set on a concrete yard with a metal fence around the outside this is the closest you'll get to fighting Vipers in VF3.

Although there are some buildings around the outside of the fighting area in the distance you can still see some scenery in the far background. Similar to the other levels, on to the sides there is a sharp drop and that means Ring Out. The surrounding fence fades away when it obscures the fight - another example of Model 3's mystery. The fighting area looked flat which is why I'm sure it can't be the other rooftop stage.



IT'S ALMO

TAKAARASHI STAGE: Japanese Sumo Ring/Shrine

Set up high on the cliff side at the top of a mountain with a steep drop to one side is a traditional Japanese shrine with the typical red wooden entrance arch so typical of Japan. A long narrow stepped path cut into the rock leads down from the Shrine underneath the arch and up to the fighting area, a huge circular rock Sumo ring. In the distance, on one side, one can see a cliff side path bending its way around the mountain side and going over a small bridge that straddles a tiny waterfall. Although the fighting area level is basically flat the circular Sumo ring gives an unusual visual effect and there's a sharp but not too far drop to a lower ledge on the side away from the Shrine. One has to be careful of posturing when fighting on this level because the tightness of the Sumo ring is hidden by the deceptive wide open scenery.

SHUN STAGE: Chinatown

This is the stage they're using for all the official screen pictures. Apparently the fighting area is on top of a slanted wooden board roof of a shop. There are a lot of Chinese signs around so it could be a shopping area. The curved roof gives a great feeling of depth and as the camera angle swings you can see all the other shops and houses and the streets below. In the distance are only more houses so you really get the impression that you're right in the centre of a built up town area. There's a iron bar fence to one side preventing you from falling off there and the slope of roof becomes steeper on one side making it look like you couldn't get up it if you tried, however, it is possible to fall off other side.

JEFFRY STAGE: Caribbean Island

This has to be the best stage of all. There are so many things moving around you it feels like the whole stage is alive. In general you're on a tiny sand bar just a few meters or so away from a small island or peninsula. There are a few clouds in the sky but the sun is shining brightly and its light sparkles on the sea sea surface with gently undulating waves. Because the sand bar is NOT flat but curved is an egg-like hemispherical curve the sea's current washes up/down against the tiny sand bar the sea level rises/falls and the playing area slowly gets smaller/larger with the current. But it's not just a pretty picture - your characters can interact with scenery. As you walk a little bit of sand is kicked up and falling on the floor and sand scattering as well. Also your fighting area is not limited to the dry sand area you can go splash into the water and if you are knocked over you send water flying. If you stand on the edge not moving the sea comes in around your feet with a little ripple effect.

**PAI STAGE: Chinese Wall**

The stage has the most impressive scenery of all the stages. The magnificent view of the Chinese wall stretching into the distance with mountains in the background and the sharp drop of the hillside running alongside the wall gives a great impression of grandeur. Every guard post fortification on the wall has a giant banner fluttering in the wind. The movement is suitably accented with the Apple effect changing slightly with the strength of wind occasionally. The wall goes up and down following the curve of the hills. You can go up and down the steps on the wall using them for tactical advantage. You can also use the small walls at either side of top to trap your opponent. Because the fighting area is long and narrow, occasionally the camera angle will put the wall in the way so you don't see your character. However, the game realises this and fades the wall to an opaque see-through wall if the viewing distance is far but as the camera eye gets closer and the wall begins to fill the screen it fades away leaving a clear screen. Wow!



ST HERE!

WOLF STAGE:
Underground Gavern Stage

At first this stage looks like little empathic and a bit of a let down after some of the other stages but in reality this stage has some of the best effects of all. Set inside either the back of a giant cave or in deep underground caverns the only light comes from a large log fire in the distance. As the flames twirl and dance the light on the wall flickers also. Sometimes bright, sometimes dim the shadows fade or darken accordingly. The brightness is good enough to pick up the detail of the rock strata and one can see some mould growing and the occasional mark where water has run down the wall side. Nothing is flat. The walls curve and bend around like real caverns, there are stalactites and stalactites in the distance and the floor is uneven, rising and falling in places. All in all despite the lack of immediately obvious optical tricks it has a disturbing claustrophobic feel to it which needs to be seen to be believed.

KAGE STAGE: The Desert

This is another stage that looks deceptively simple but contains absolutely stunning visual effects. The entire stage is set in a vast desert which stretches as far as the eye can see. The modelling of the architecture is as the sand dunes and dunes.



The players adapt to the steps (top) and the brilliant Caribbean view (below).

LAU STAGE: The Library

The best part to this stage is at the beginning of a new round when the camera zooms across the Great Hall. It starts high up near the ceiling and then swoops down low before then following the characters. Huge pillars and marble arches hold up walkways around the side of walls. Detailed patterns are found both in the wall design and state flooring. The side walls have giant windows running for most of their length and there's a huge glass domed ceiling. The main arena is a raised disk in the centre of the library. However you can come off here and fight around the immediate area also. The steps are a lush velvet and all the railings are a glittering gold colour. However the size of the library is what really catches your attention. While the other levels, like the mountain and beach areas are visually bigger in appearance, the fact is that the backgrounds are just pictures drawn to give the impression of distance.

SARAH STAGE: Subway Station

Set in an apparently doused underground subway station (the exits all have metal grills blocking them) the two main features of note are the passing of a subway train and the steps leading to an exit. The subway train is very fast and smooth and appears behind the moving characters with no problems whatsoever. No speed loss or poor polygon clipping. There are about a 15 steps available (the rest are blocked by a metal grill) on one side of the station for the characters to use for strategic effect. The exit to height can be used to jump over your opponent or allow for easier head blows with a kick attack. Although the station looks a little plain at the moment there are some superbly drawn billboard signs around to brighten the stage up. Look out for the car commercial in particular. Whether or not you can fall off the platform edge and be hit by a subway train isn't known yet but it's certainly possible. What a way to go!



À Los Verdes, les manifestations en faveur de la mise en service de la ligne.

YU SUZUKI LATEST

THE FEVER FITCH IN JAPAN LEADING UP TO THE LAUNCH OF VIRTUA FIGHTER 3 IS FRANKLY AMAZING. AM2'S DIRECTOR, YU SUZUKI, HAS BECOME SOMETHING OF A MEDIA CELEBRITY AS HE PRESENTS HIS LATEST MEETINGS. HE HAS ALSO CONDUCTED A NUMBER OF INTERVIEWS FOR THE JAPANESE PRESS - THIS LATEST DISCUSSION CONCERN THE FINISHING TOUCHES HE'S PUTTING TO VIRTUA FIGHTER 3.

QUESTION Please tell us a bit about the latest developments for VTG.

YOU SUZUKI: At the moment we're fine-tuning the balance of all the new fighting techniques. For example, adjusting the precise timing of the techniques and sensitivity of the command button's reaction time. I have the feeling that we're entering the final stages. This area of fine-tuning is going well and the current version feels a lot better.

Q Specifically, what kind of connection is it?

TO SUM UP The feeling of direct control over the character as you manipulate the stick. Playing with it feels really great.

Q You've added a fair number of new tools.

signs haven't you?

YO SUZUKI Yes, quite a few and it's still increasing. Presently, we're mainly creating techniques with flexibility so that various skills can be derived from them. Turning this kind of technique is very difficult. If it's too powerful the technique will have a disturbing manner and it'll destroy the game balance.

Q Is it even more difficult because of the new characters and their new stories?

TO SUGIURA At the moment we've obtained a set level. It's not that there are any especially weak characters or strong characters, all the characters have the nuance of feeling as if they're strong.





STOP PRESS! STREET FIGHTER VERSUS X-MEN!

Just as we went to press, Capcom released firm details on what is potentially their most explosive fighting game to date. Entitled *Street Fighter Versus X-Men*, the game is a follow-up both to *Alpha* 3 and *Marvel Super Heroes* and it looks like being one of the company's greatest games to date!

So what's the deal with this new fighting game eh? Why should Capcom bother when *Marvel Super Heroes* and *Alpha* 3 are so cool? The answer is obvious. Those games although similar in concept are totally different in execution, so what would happen if you merged the two? Would better another different style of game, that's what.

The scenario behind the game hasn't been revealed by Capcom yet, but the game is already very different in that you select TWO characters at the beginning of the game. The idea is to introduce the concept of team work (something quite

big in the X-Men comics) by allowing you to switch between the two fighters during the game. Capcom have placed no limitations on this function either, so if you fancy taking an X-Man and a *Street Fighter* into battle as a team, that's fine by them. Heck, you can even fly in the face of convention by getting blood enemies like Bison and Chun-Li or Wolverine and Sabretooth to team up!

The actual fighting action remains superb. There's a mixture of martial arts action, special moves and Super Combos - just like *Marvel Super Heroes*, in fact. The Supers look even more spectacular than ever before - Bogus's power-sapping liss on the lips looks brilliant. Look out for more details in forthcoming Saturn Magazines. Here's hoping it makes it to the Saturn.



Canmy with under a magnetic campaign from the evil Dr. Villain, Megatron.



Gambit: use his mastery of mutant kinetic energy to inflict a devastating 10 hit combination on Canmy.



THE STREET FIGHTER POSSE!

The characters chosen by Capcom span the entire history of the series, from the original SF through Super 3D to *Alpha*. The entire cast is

RYU: The mightiest world warrior returns. Use all of the SF characters, he's been given some awesome X attacks to use as Super Combos!

KEN: Where would a *Street Fighter* game be without both Ryu and Ken in the picture eh?

CHUN-LI: GAM staff are a bit withy that Guile has left out in favour of Charlie, but at least someone from *Alpha* is represented in the new game.

M. RISON: Once again the master of Psycho Power arises from the depths of Shadowlands to do battle. Will his unearthly powers match up to the might of Marvel's finest?

DHALLSING: With his stretchy limbs and bizarre yoga capabilities, Dhallam himself wouldn't seem out of place in a Marvel comic!

ZANGIEF: After a brilliant renaissance in *Alpha* 3, Capcom have kept the old Russian bear fighter in the picture.

CANMY: The Super *Street Fighter* games are rep-

resented with Canmy the crack British secret agent with the super light fist!

CHUN-LI: Burning with vengeance against M. Bison (still) will she team up with the X-Men to defeat her nemesis? It's up to you...

THE MUTANT TEAM SUPREME!

Capcom have enlisted the greatest mutant fighters from X-Men and *Marvel Super Heroes* and added the three most popular characters previously absent.

CYCLOPS: The leader of the X-Men returns in this new game. His capabilities (Ray style martial arts with added optic power) seem very similar to X-Men. COOL.

WOLVERINE: Perhaps the cheesiest character ever to appear in a Capcom fighting game returns. So nice! Had will we stand a chance?

MAGNETO: Not the all new mind Wiped good guy Muggo in the comics, now, but the full-on be-helmeted

master of magnetism! A terrifying force for evil.

JANGETRAUT: The untappable brawled half-brother of Charles Xavier has the distinction of being in the X-team even though he isn't a mutant, having gained his powers from a mystical ruby.

SABRETOOTH: AN ALL NEW CHARACTER! Wolverine's nemesis - he's bigger, nastier and even more psychotic than Wolverine was.

STORM: Mistress of the elements. Storm was swift in the air and possessed of some fierce weather-based attacks in X-Men. COOL. Expect more of the same here.

GAMBIT: ANOTHER NEW CHARACTER! This Cajun is a superb athlete, but is most noted for charging up playing cards with mutant energy and chucking them about.

ROGUE: YET ANOTHER NEW CHARACTER! It's about time that the flying, superhumanly strong, power-sapping Southern Belle made an appearance.





Win a year's supply of SEGA games with SSM and Twix®



THE TIME:	2.30 pm 2nd NOVEMBER 1996
THE PLACE:	MEGASTORE OXFORD STREET, LONDON.*
THE EVENT:	Twix® JUNIOR GAMESPLAYER OF THE YEAR CHALLENGE!

*Next to Tottenham Court Rd Tube.

SEGA SATURN MAGAZINE has teamed up with the confectionery maestros of TWIX® to bring you a games challenge like you will just not believe. In fact, we here at SSM are having some difficulty believing it ourselves. Anyway, the point is we're looking for THE MOST GIFTED GAMING GOD IN GREAT BRITAIN AND NORTHERN IRELAND.

W...W...What?!

Yes that's right, we want to know who's the top Saturn player in the country and we don't care how many of you have to suffer in the process. In return, we're offering untold riches and wealth beyond imagining to the lucky winner. Well, a box of games, a mummy you'll be dragged kicking and screaming down to London where you'll be slung armed into competing in a gladiatorial style games battle against players from across the country. Or maybe just from your street. Depends how good your mates are, really.

B...B...But how?!

Easy peasy noddily cheery. All you have to do is prove your worth at the all-new instant classic THAT IS NIGHTS. If you're one of our eight top scorers we - that's SSM and our now-found bosom buddies at Twix® - will whisk you down to the Virgin Megastore Oxford Street for the TWIX® Junior Gamesplayer of the Year Challenge.

What about the loot?

Along with the esteem of playing in the Twix® Junior Gamesplayer of the Year Final, we're also offering some fantastic prizes for all the competitors on the big day.

GRAND PRIZE: The overall winner of the TWIX® Junior Gamesplayer of the Year gets every Sega Saturn game released over the next 12 months, worth over £5000! Plus there's a year's supply of TWIX® bars to go with it!

GUNNER-UP PRIZES: The seven unlucky also-rans needn't feel too dispondent about not claiming the big title. Each runner-up receives an exclusive medal to show they took part in his prestigious event, along with a box of TWIX® bars and a load of other goodies. It's a lot better than a poke in the eye with a sharp stick.

The Challenge

NIGHTS is probably the most eagerly-awaited Saturn game so far as well as one of the most brilliant. Like a TWIX® bar it takes a bit of chewing before you finish it. Unlike a TWIX® bar though NIGHTS isn't full of biscuit and caramel, but tough Links. The more Links you score, the better NIGHTS player you are, we reckon. So we want to see who can score the most Links on the first stage of the Frozen Bell level. On the day of the contest the eight players with the best scores will be brought down to London for the playoff! Fill in your score on the form below (or a photocopy) and get a parent or guardian to sign it so we know you're not fibbing. Remember to enclose two TWIX® wrappers with your entry. You can enter more than once, but we won't accept TWIX® wrappers every time. Send your completed entry to: TWIX® JUNIOR GAMESPLAYER OF THE YEAR, SEGA SATURN MAGAZINE, PO BOX 100, 30-32 FARRINGTON LANE, LONDON EC6A 3JW. The competition is open only to gamers aged under 16. Entrants aged under 16 must be accompanied to the final by an adult. Sorry to all you old folk who can't enter, but there's the break. And speaking of breaks, why not settle down with a nice TWIX® and read the rest of the mag?

TAKE A BREAK WITH TWIX. AND POWER UP!

After weeks of frustration and frustration, plugging away at NIGHTS you've finally reached the coveted 100 Links. You've got a delicious pinch you wish against his monster to win right now in the final, break with a TWIX® and work out what to do next. Just as you're about to choose how to overcome your difficulties, giving you much about spending all your time feeling stressed with your Saturn. What does he know anyway? Well, he's old and all but he still thinks Links is that nice afternoon snack. Anyway, he's wrong. You want to be the next to prove you're good to practice. You know that you're really good to take a break from the game and enter the TWIX® Junior Gamesplayer of the Year. This will show us that there is some to life than shopping.

Well, because you'll not very good at shopping need the steps on a Saturday afternoon doesn't mean you're not a winner.



Twix® JUNIOR GAMESPLAYER OF THE YEAR ENTRY FORM

My highest number of consecutive Links on the first Frozen Bell stage of NIGHTS is...

My name is _____ My age is _____

My address is _____

My home telephone number is _____

Please get one of your parents/guardians to sign the following...

I verify that the above details are correct, and hereby give my permission for the above named person to take part in the TWIX® Junior Gamesplayer of the Year challenge, should they be selected.

Signed _____ Date _____

IMPORTANT!

You must enclose two TWIX® wrappers with each entry form. No purchase necessary. All entry forms MUST reach us by 15th October 1996. You must be under 16 to enter. If you are under 16 an adult MUST be able to accompany you to the challenge.

Prizes subject to availability. Prizes cannot be transferred to any one who is not eligible to win the prize. Names of winners will be published. *Twix® includes standard chocolate bars to London.



'A BREAK FROM THE NORM.'

OUT NOW

NIGHTS

BY SEGA
PRICE £39.99 + CONTROLLER
RATING 97%



NIGHTS should be the easiest game in the world to write about, because it's absolutely brilliant. However, it's also incredibly difficult to describe the feeling you get playing the bloopers, by now, honestly, you'll have had the chance to experience this for yourselves thanks to the lovely demo on the front of the box. It's a shame that the non-CD edition, which would be so, you won't have had a look with the analogue pad, though, which significantly enhances the NIGHTS experience. And you won't have played the twin game, which is a joy to behold – especially the slower later levels, the earlier, if only you could share in the joy. NIGHTS is a masterpiece, as have been its office.

But now you don't need to, you – you ain't. **TWIN SEEDS** of Night Fall, NIGHTS is now in the shop! Don't believe me? It's not! If you haven't got any money ask for an early looking present. Or, if you're present, or present, or present. Anything, and make sure you get this game. It's beautiful.



BY SEGA
PRICE £44.99
RATING 79%

Olympic Games



Well, at the time of writing, the frankly abysmal Atlanta Olympics are finally over, so we don't have to put up with those horrendous Coke ads any more. Nor do we have to bear witness to the British *longitude* at all manner of sporting events. What we do have as something of a legacy is US Golf's Olympic Games Bonus, which just like the real thing could have been much better.

There's nothing really bad about this particular games. It's just that in just about every department everything could have been much improved. The graphics are very poor indeed judged by today's standards and whilst the gameplay is very similar to what has been achieved with Athlete Kings, Olympic Games lacks the presentation and appeal. Where the game does score is in the volume of events. It has far more than Athlete Kings and isn't limited to Decathlon events (as the AMG title is) and includes stuff like swimming, shooting and archery.

But in the final analysis, although a fairly decent title it lacks the excitement and technical excellence of Athlete Kings. Our advice? If you're really keen on this style of game, we firmly recommend the AMG title.



OUT NOW 

BY	SEGA
PRICE	£29.99
RATING	91%

Virtua Fighter Kids

We've said it before, and we dare say that before our publishing days are over we'll be saying it again: "you just can't beat a bit of Virtua Fighter". This is the fourth VF game to grace Saturn screens, and to all intents and purposes Kids is Virtua Fighter's Karma... only this time, there's a lot more included - not just new fancy visuals. Although you get that too.

AMa have taken one of the most complex deep and involving fighting games ever and made it a tad more accessible by cutesifying the characters and including numerous extras designed to make the game easier to get into. The result could have been a horrendous mish-mash, but thankfully AMa have crafted a quality product. By choosing between the NORMAL and KIDS modes, you essentially get two different control methods, one that helps you out plus the VF default. The thing is, even if you try to play the game just like VF2 you can't help but adapt your tactics. The game is a lot faster than the standard version and the top-heavy nature of the fighters plays havoc with those combos you've spent years mastering. In a fundamental way, VF Kids is very very different to Virtua Fighter 2.

Of course, the best thing about Virtua Fighter Kids is the price. Here at SSM we do have doubts that the game is actually better than the version of VF2 already out. However, with a price tag twenty quid lighter than its cousin that could well sway your decision in favour of Kids.

In short, another AMa triumph, but unless you're seriously addicted to VF, you'll be hard pushed to justify buying this if you already own Virtua Fighter 2.



Okay, so the motion capture doesn't look quite as good as it did in VF2, but Virtua Fighter Kids remains a decent buy at £29.



BY	ACCLAIM
PRICE	£44.99
RATING	89%

ALIEN TRILOGY

It's been a long time coming, but Alien Trilogy is finally on the streets. Luckily for Aliens, it's been worth us sitting around building our thumbs for six months to play it. Just about. There's no doubt that Alien Trilogy was one of the best moves of games for the Saturn (practically as intended). It would have been totally jaw-dropping. The 3D environments are gorgeous, enhanced by the scary lighting which is responsible for most of the game's atmosphere. The rest of the involving foot of Ali Tri comes from the unsatisfying music. Beyond that it's an all-gate-blasting gorilla, popping caps at any xenomorph who finds its chance. Comparisons to Doom for in the Saturn's greatest situation, (Aliens) are inevitable, and although a cool game, Alien Trilogy does lack a certain something. Perhaps it's down to the fact that Aliens only attack at close range, making them quite easy to pick off (the humans with guns offer far more resistance).

The lack of a two-player option lets it down a bit, but for an absorbing and downright core shooting escapade Alien Trilogy is your man. However, for the pinnacle of the great Aliens should be at the top of your list.



OUT NOW

BY	SEGA
PRICE	£44.99
RATING	Q13



This is a true arcade quality game, which isn't surprising since it began life as one of those ST-come-uppitties. The thing is though, Athlete Kings' graphics are so excellent you might even believe that it's running on a Model 2 board! For your money you get ultra hi-res graphics (clearer and more distinct than anything seen on Nintendo 64 or PlayStation) and super-swath 60 frames per second action. Athlete Kings really is a visual feast.

Curiously timed to coincide (well, in Japan at least) with the Olympics, this ten-event competitive sports title is well worth looking at. Just like Track and Field and its ilk, Athlete Kings isn't going to win any awards for the depth of gameplay. It's a real button masher in the tradition of those old multi-event come-ons, although much time is spent perfecting your joystick-destroying techniques.

Although quite limited in its single player form, Athlete Kings really comes into its own as a multi-player experience where the rivalry between players adds immensely to the enjoyment on offer.

After the ST-V charms of Baku Baku Animal, VP Kids and the forthcoming De Voad, can the AM department do so wrong? From the quality of Athlete Kings, it would appear not.



BY	BMG
PRICE	£44.99
RATING	Q22

Exhumed

If there's one game in which the Saturn is truly lacking, it has to be the first-person perspective blasting game a la Doom. This is all set to change over the next few months with the release of games such as Doom itself, pseudo-sequel Hexen and Duke Nukem 3D. However, beating them all to the punch is BMG's Exhumed, which is so good, Sega bought it up to release for themselves.

Imagine Doom, but with an Egyptian sort of theme to it and you have Exhumed. The most impressive aspect of the game is undoubtedly the graphics engine. It uses the same "Build" technology as the PC's impressive Duke Nukem 3D and boasts a super fast frame rate (far higher than Doom on PlayStation) and all manner of impressive visual effects, foremost amongst them the brilliant lighting on some of the stages.

Although clearly inspired by Doom, Exhumed also features some brilliant pushing more in the style of Hexen. Objects and knowledge collected in later levels can be used in earlier ones, making for a far less linear experience than Doom. One aspect in which it isn't quite as good as its game is the violence. Although the weapons are impressive, there's a severe lack of gore and the mummies you come up against just don't really have the impact of Doom's.

However, the fact is you've really got nothing to moan about with Exhumed. Outstripping Doom in terms of concept and technology, this game finally gives the Saturn a decent 3D first person blaster. So finally,Robotica can be consigned to the compost heap on which it deserves to fester - Exhumed is a bloody great and should be purchased NOW.



Try it before

Rent any latest release from just

Introducing...

SEGA Touring Car Championship



The first fruits of the AM Amuse team were tasty indeed. The Sega Touring Car Championship is a simulation of one of the most exciting racing tournaments around. If you want to learn more about the sport (or sell you should), we recommend purchasing the 1991 Touring Car Review video, narrated by the inimitable Murray Walker, who assures you the sport is almost incomprehensible. Once you can get an idea of just how much about a mad-faring car can endure at the hands of an experienced professional driver,

As you might already know by now, AM's Tetsuya Mizuguchi has set up his own AM division at Sega of Japan's amusement headquarters. The designing muscles behind such hits as Marx TT Super Bike and Sega Rally Championship has formed his own "AM Amuse" and has almost finished his first title: the Sega Touring Car Championship.

Touring Car racing is a logical successor to Rally, and pushes the graphical capabilities of the Model 38 arcade graphics board to its limit. The game has four different real-life cars to control. An Alfa Romeo 25 V6TL, AMG Mercedes C-Class, Opel Calibra V6 and finally the renowned Toyota Supra. The same type of beat-the-clock arcade action (as in Sega Rally) forms the basis of the game, although provision has been included for some brilliant simultaneous eight-player action.

Just like Rally and Marx TT, Mr. Mizuguchi's primary aim has been to recreate the speed and thrill of the sport in the game. If you've ever seen Touring Car racing, you'd know that the drivers in the sport take production cars to the limits of their performance on racing tracks. The atmosphere is incredible and actually participating must be something else. As in the tradition, Sega have pulled out the stops in preparing the cabinet. 3D sound speakers are installed on either side of the player's head and a powerful sub-woofer is located under the seat, perfectly recreating the thundering engine noises. A flicker indicator tells you when you should change gear and servo steering has been incorporated for quick and accurate reaction.

Could Touring Car Championship pick up where Rally left off? More details in a forthcoming DSM.



If Sega Touring Car Championship can carry the excitement of the sport with the members of Sega Rally, we have a winner.

Rank	Driver	Time	Points
1	AM Mercedes C-Class	1:12.23	100
2	Alfa Romeo 25 V6TL	1:12.50	90
3	Opel Calibra V6	1:13.00	80
4	Toyota Supra	1:13.50	70



SEGA Saturn Newsagent!

I wanna be keeping with the Saturn Magazine posse on a monthly basis. If you catch me reading (yes, yes!) Translated into English, this bi-monthly tells you putting aside Sega Saturn Magazine for the below named individual every month.

NAME _____

ADDRESS _____

NEXT MONTH...

Part two of the **AWESOME Fighting Vipers** coverage... **Dark Saviour**... **Tomb Raider**... **Baseball 2** reviewed... **Incredible Virtua Cop 2** stuff!... **More Daytona Championship Circuit Edition**... **Full-on Virtua On** coverage... **Full expose of Virtua Fighter 3**... And plenty more besides!

SEGA SATURN ISSUE #13 OUT OCTOBER 17, PRICE £2.75





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*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

